

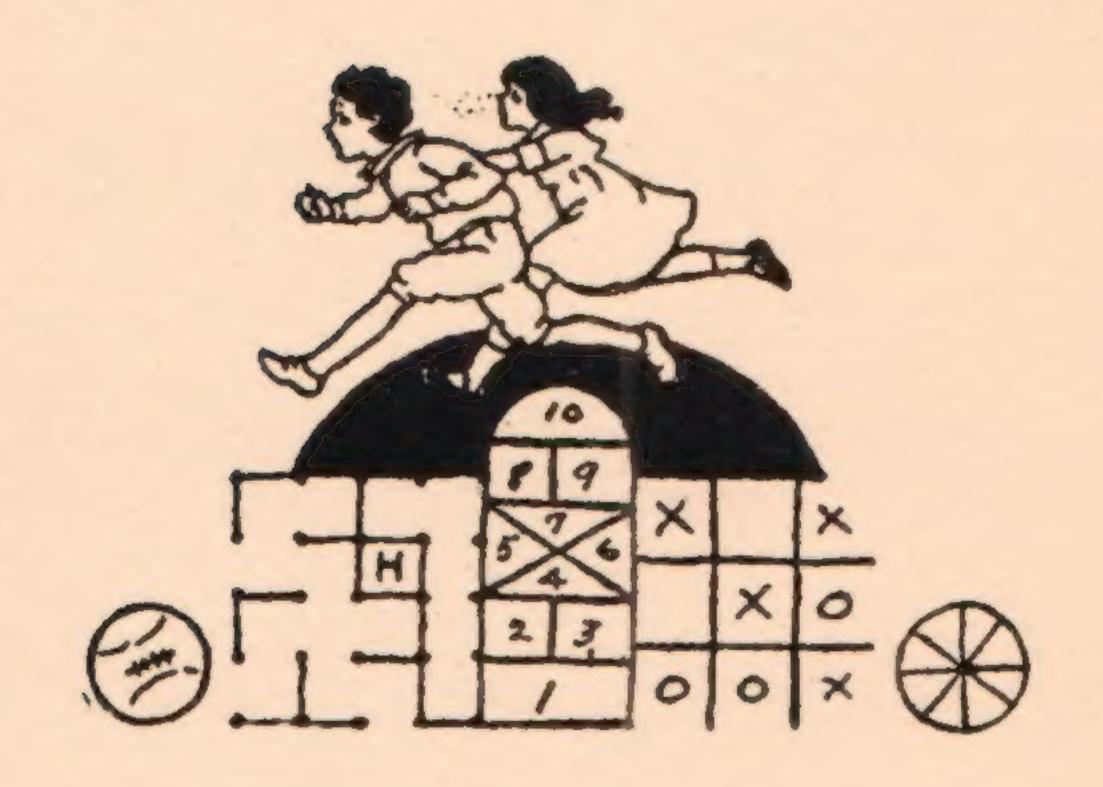
# THE PLAY-IT BOOK

# DAYS OF GAMES FOR CHILDREN

By

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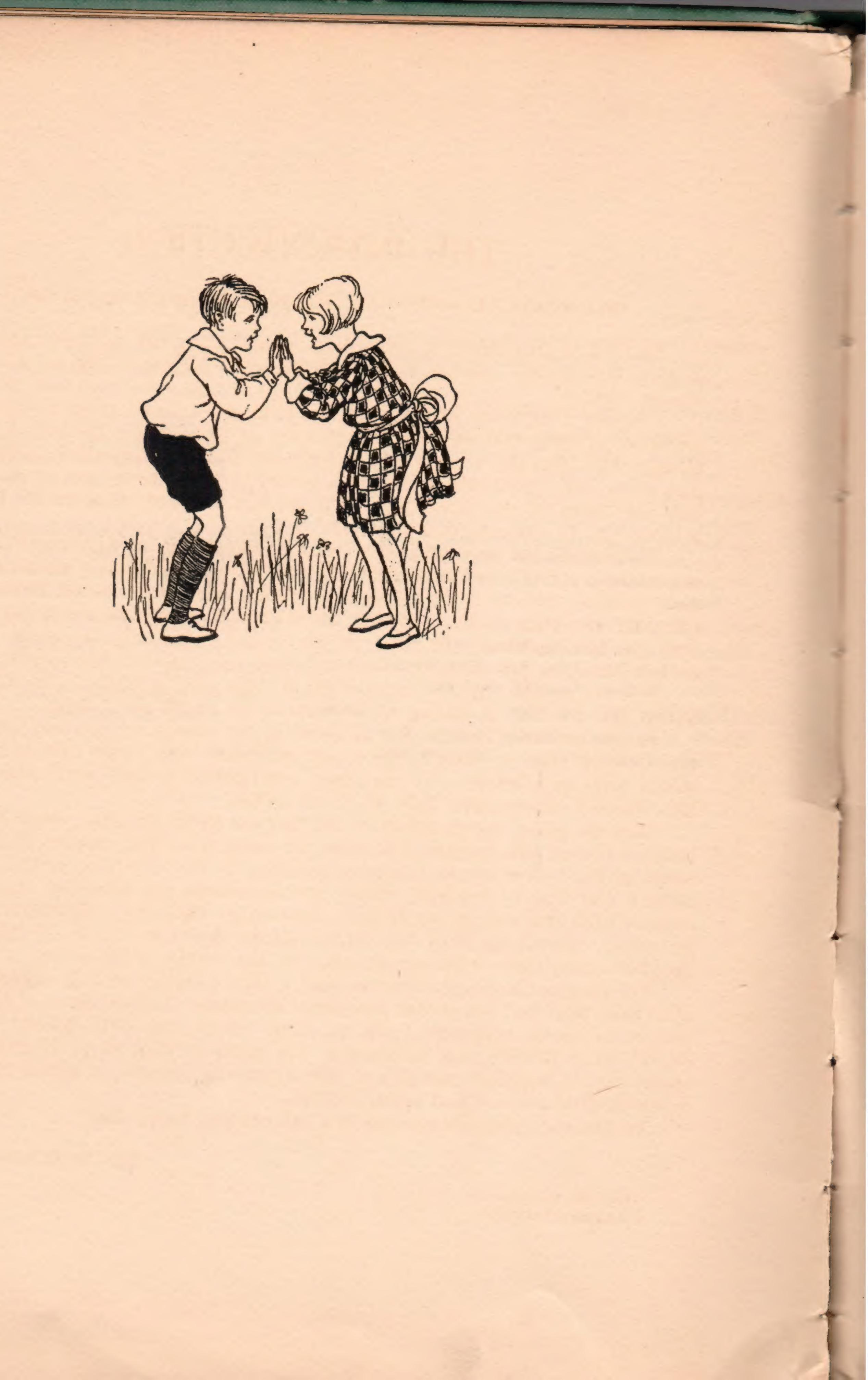
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# THE INTRODUCTION

This introduction is for GROWN-UPS. The book for boys and girls begins on Page 7.

"A book to get children to play! Why, when I was a boy, we didn't need anybody to tell us how to play. Do you suppose anyone taught me how to 'shin up' a tree or 'tag' another 'feller'?"

I wonder if the father who says this has given much consideration to the changes in conditions of living that have come about since he was a boy. The boy of today who attempted to "shin up" a tree would probably find himself in immediate trouble with the park police, and a good deal of thought is needed to "tag a feller" and at the same time heed the "Keep Off the Grass" sign. The girl who skates in the apartment-house court is pretty sure to encounter difficulties, too.

Nevertheless, the boys and girls of today are just as keen for fun as were their fathers and mothers, and it is just as necessary for their development. As a matter of fact, it is more necessary, because modern children are denied many of the natural means of experience that were open to their parents. Crowded living conditions and highly specialized work give less opportunity for using the big muscles of the body, but at the same time, modern conditions provide more leisure and closer contacts with other people.

Is it not possible that the boy and girl of today need guidance in the way to spend

leisure time and help in making adjustments to the people about them?

Passive recreation such as that furnished by the moving pictures and similar amusements cannot take the place of the joyous enthusiasm that comes from action and fun shared with one's fellows. To encourage participation in such worth-while activities, Mrs. Fretwell has prepared THE PLAY-IT BOOK.

Here are games new to the child, and here are games not new. Some of the latter have unexpected new features, and others are complete in their century-old forms. The whole has been woven into an interesting narrative of flesh-and-blood children, who learn through play how to live with others. Do not success and happiness depend in large measure upon how well we can do this? How to get along well with other people has to be learned. Family life alone does not provide the chance to learn it. A child must find his place among those of his own age who owe him nothing of obligation.

The present-day parent recognizes that a child's well-rounded development depends upon more than food and shelter and formal education. To help the child adapt himself more easily to his environment and to people about him, THE RAND MCNALLY ACTIVITIES BOOKS have been made. The games in THE PLAY-IT BOOK offer an opportunity to both boys and girls to grow in physical strength, in mental alertness, and in standards of fair play and square dealing.

Are these not elements essential to a well-rounded, happy life?

MIRIAM BLANTON HUBER

TEACHERS COLLEGE COLUMBIA UNIVERSITY



# THE PLAY-IT BOOK

# PLAY-LOT DAYS

AVE you a play lot near your house? Neither had Anne and Mary, John and Paul, Margaret and Grace, Dick, Betty, Jim, nor Bob. But one day Anne's mother had the happy, happy idea of asking Mr. Chambers if they could use his lot down the street.

Now Mr. Chambers didn't have any small children or any grandchildren, so no one knew just how he would feel about the Neighborhood Bunch using his lot. He used to have a cow that he kept in this lot, but now he had no cow.

Anne's mother said, "Why not ask Mr. Chambers for the use of his lot?"

"Who is going to ask him?" queried Anne.

"Who is going to play there?" asked her mother. "Well, I suppose all the Neighborhood Bunch

will, if anyone does."

"Then I should think some of them should ask him. Don't you think so?" encouraged Mother.

"Y-e-s," answered the girls slowly. Nothing was said for some moments. The girls seemed to be having deep thoughts.

"But I don't see why we should ask Mr. Chambers for everyone else," said Mary, hesitating a little.

"I don't, either," agreed Anne's mother.

"You ask him, Mother," said Anne, a bit coaxingly.

"But I don't want to play there." Then after a moment Mother went on, "What do you think of this plan? You talk to the other girls and boys of the Bunch, and if they are interested in the idea have them come up on our porch this afternoon and we'll have a meeting about it."

"Fine! Fine!" both girls agreed.

That afternoon most of the
Neighborhood Bunch gathered on

Anne's porch. There was a great deal of talking and laughing. Finally, with the help of Anne's mother, they decided the Bunch would have a committee go and ask Mr. Chambers. Two boys, John and Paul, and two girls, Margaret and Anne, were chosen to be on the committee.

"I'll be on the committee," said John, "but what

are we to say to him?"

After much more talk, it was decided that the committee should ask Mr. Chambers if the Bunch might use his lot to play in if they would promise not to harm the fence and not to leave papers and trash about. Anne's mother said she would call Mr. Chambers by telephone and ask if the committee might come to see him about seven that evening.

It was a buzzing little Bunch that gathered again later that evening, for everyone wanted to know just what Mr. Chambers said. At last the committee was seen coming very properly out of Mr. Chambers' front door and down the porch steps. But when the children reached the walk they just had to run to the Bunch. Margaret, the chairman, like all the others, was so out of breath she could

not talk. All nodded their heads most vigorously, so everyone understood "yes" before anyone

could talk.

Margaret finally reported, "He said yes, if we would not harm the trees in the corner and if we wouldn't ever use a hard baseball. He says the houses on the other side are so near we would always be breaking windows."

"Hooray! Hooray!" went up the glad shouts. Anne's mother had come out to hear the report, too, and when the shouting quieted down she added more news.



"Mrs. Gilbert says she'll be glad to help the Bunch plan and keep the lot clean. Since she lives next door to the lot, she thinks she is the best one to help. Probably her two boys will be there most of the time anyway. So tomorrow afternoon after school she can meet you all there." Another glad hooray went up, and all said they would surely be at the lot right after school the next day.

Next afternoon Mrs. Gilbert looked out of her kitchen window, and sure enough, there was the Bunch, with a few more boys from farther up the

"Our play lot is fairly clean to begin with, isn't it?" observed Mrs. Gilbert as she joined them.

"You bigger boys, Billy and John, gather up that old wire and put it in a pile here near the gate. The rest of you, go all over the lot, and anything you find like cans, boards, bricks, or anything that would trip you or hurt you if you should fall, put here in the pile. Mr. Chambers and I can arrange to have it hauled away soon."

Everyone went searching about, and there was much racing back and forth to the piling place. Ted shouted he had carried six cans, little Helen said she had carried a big rock, and Grace said she had found some bricks.

"Bob, go over to our shed and get the rake," called Mrs. Gilbert. "We had better do some raking over in this corner."

By the end of an hour the pile by the gate had become quite large and the lot was clean and ready for use.

"How are we going to keep it cleaned up this

"But some one else might, or the wind may blow papers over here."

"Let's have a Police Squad," said John, who had been very much impressed by the committee and its visit to Mr. Chambers.

"That's it," called the others, quickly followed by "I'm willing," "I'll do it."

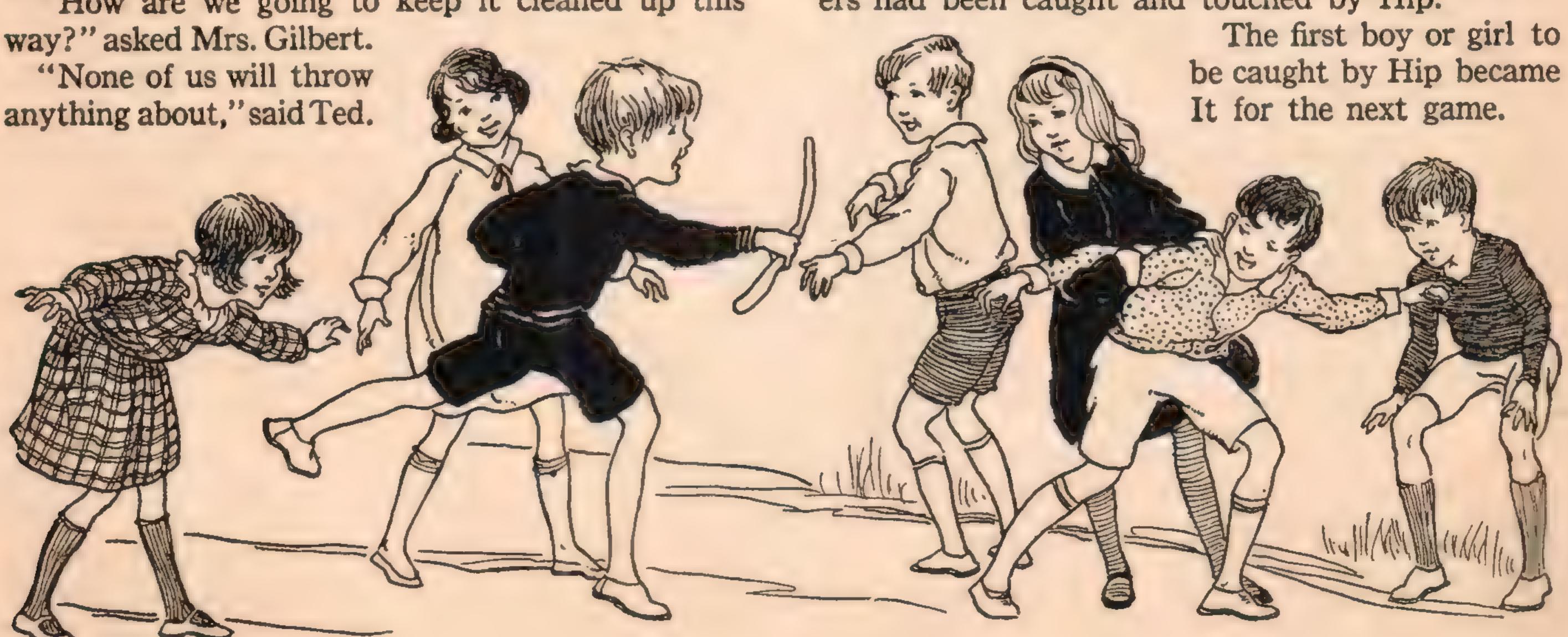
So Billy, Ted, and Henry were elected for the first Police Squad. Of course the others were to take care, too, and were not to throw papers about, but the Police Squad was to remind them if anyone did forget.

"Now we seem to be ready to play," said Mrs. Gilbert. "What is going to be the first game?"

There were shouts of "Hill Dill," "Catch of Fish," "Bear in the Pit," but when Bob shouted "Hip," everyone called, "Yes, 'Hip'!"

#### HIP

Bob started the game by throwing a stick about two feet long up into the air and calling, "John." All the other players scattered and ran. John got the stick as fast as he could and he became Hip. Then he tried to catch the others. Whenever he caught anyone, he touched him with the stick and that player must help John catch. The catchers had to hold each player until Hip John came and touched him or her with the stick. It was great fun to hold the player, but often hard work to do so. When several catchers were calling at once to Hip to come touch a player, Hip was running faster than anyone. The game ended when all the players had been caught and touched by Hip.





"Let's play 'Catch of Fish.'"

"First chooser!" shouted Billy.

"Second chooser!" called Dick, and by taking turn about they chose up sides—just eight, as it happened, on each side.

"You had first choice, Billy, so we can be the fish first," called John after his last choice.

"Fair enough," answered Billy.

#### CATCH OF FISH

John's team drew a line at one end of the play lot and Billy's team drew one across the other end. Billy's team took hold of hands so as to make a net. They went out into the middle ground, which was the play river. At the same time John's team, who were the fish, started to swim the river, trying to get to the other shore without being caught in the net. The net tried to catch the fish by closing the ends. A fish caught could not break through the net, but could get out only round the ends of the net. If the net broke, the fish were all free and went back to their own shore and started over again. Any fish caught in the net was out of the game. John's team were fish until the net made a catch, then the fish that were not caught made a net and Billy's team became fish. The fish and net changed places after each catch until one team was all caught.



Mrs. Gilbert had been watching the games from over by the gate. She had many laughs at

the fish net and the way it broke. When the fish were all caught, she called out, "Five o'clock!"

"Thank you, Mrs. Gilbert," called Paul as he started out the gate toward home. "That means home work for me, and I promised I'd be home at five."

Margaret and Henry had to go, too. The boys who were left ran to the farther end of the lot and started a new game.

#### BEAR IN THE PIT

All the boys made a circle or wall about Bobby, who was the bear. He tried to get out of the circle or pit by breaking, going over, or under the walls. When he finally did break through, all the others ran after him as fast as ever they could. Dick caught him, so he was bear next time.



The girls did not care for this game very much, as it was so rough. They began a game of their own up near the gate.

#### TWELVE O'CLOCK

Jane was chosen for the wolf. She had her den by the gate. The other girls were sheep and had a fold, or home, marked out farther up the play lot. The



wandered about. The sheep kept asking the wolf, "What time is it?" and the wolf said, "One o'clock," "Six o'clock," or whatever time she wished. But when the wolf said, "Twelve o'clock!" she chased the sheep, who tried to reach their fold. A sheep caught before reaching the fold became the wolf.



Mrs. Gilbert had left her place by the gate, but several fathers had stopped on their way home.

"That is a good place to play," said Mr. Leslie.
"I think I'll have to ask the Bunch's committee if
I can't come in and play, too."

Many a happy game was played in the lot on the days that followed. The Police Squad did not have to work very hard. A bench appeared under one of the trees—a donation from "Grandma Price"—for the spectators' game, she said.

Whenever Jimmy chose a game, he would say, "I'll be It if you'll play 'Pincho.'" So very often the Bunch played that game.

#### **PINCHO**

Two lines about eight feet apart, were drawn at the end of the play lot. Jimmy, who was It, stood on the line nearest the fence. The other players stood on the other line and took hold of hands. The game started by the player at the end of the line saying, "Pinch," and at the same time squeezing the hand of the next player. As each player

received the pinch, he passed it on to the player on his other side. When the pinch had reached the foot of the line, the last player called out, "O," which was the signal for all the players to run to a line at the farther end of the play lot. Jimmy tried to watch the hands or faces of the players so that when "O" was called he would be ready to get a good start. Anyone tagged helped Jim in catching the others next time. The game went on until all were caught. The first one tagged by Jim was It for a new game. Sometimes the pinch would travel down the line very fast, then, other times, it would travel very slowly, so that the chasers were always kept guessing.



Very often when the boys and girls played together they liked another good running game.

#### BLACK TOM

One player was It and stood in the center of the play lot. Lines were drawn at either end for bases. The one who was It called, "Black Tom," three times. Then the other players had to run across to the opposite base, trying not to be caught by It. Anyone caught helped It in tagging the others. It frequently tricked the other players by calling, "White Tom" or "Green Tom." Anyone who ran



then had to help It. Anyone who ran before It called, "Black Tom," three times, became a chaser, or anyone who ran when a player not It called, "Black Tom," had to be a chaser, too.



One time when Mr. Chambers came over to the play lot, he taught the Bunch a game that was their favorite for many days. The boys liked it best, but some of the girls always wanted to play it, too. Mr. Chambers told everyone who wanted to play to get a stick about a yard long. A broomstick, a stout branch, or any fairly smooth piece of wood would do, he said. While the boys found sticks, Mr. Chambers got a stick and a tin can, too.

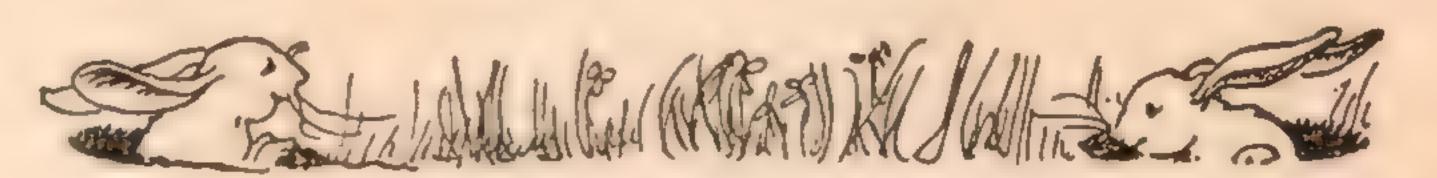
#### RABBIT IN A HOLE

All the players with their three-foot sticks made a circle with three or four feet between each player. Each one then made a little hole at his feet, about four inches across, for the end of his stick. Mr. Chambers stood in the middle of the circle and made a hole large enough for the tin can, or rabbit.

"Now we are ready to begin play," he said.
"Everyone put his stick under the rabbit in the center hole. When I say, 'One, two, three,' lift the rabbit out of the hole with your sticks. Then run for a small hole and put the end of your stick in it."

When they did this, Billy could find no hole for his stick, so he became It. He had to try to put the rabbit into its hole with all the other players trying to knock it about or to put his stick into some other player's hole while it was empty.

The players could not touch the rabbit with anything but their sticks. If a player was hit by the rabbit, that player lost his stick hole and became It. If It put the rabbit into the center hole, It won.



Mr. Chambers laughed and stole other holes more than anyone. He said for each one to watch out and not knock anybody with his stick. A hit on the shin hurt, but sometimes it did happen even among the best players.

After Billy, John, Mary, and Ted had been It, Mr. Chambers said he had to go home.

"Oh, please don't go!" the Bunch shouted.
"This is the best game we've played on the lot."

Mr. Chambers laughed and said, "Well, I played that game when I was about your size. Some boys called it 'Pig in the Hole.' I thought it was a good game, too."

"Come and show us another game tomorrow," called Anne as Mr. Chambers went out the gate. But he only chuckled and went on up the street.



# ONE DAY ON THE SIDEWALK

NE day the sidewalk was the children's best friend. Did you ever think of a sidewalk as a friend? Well, this day was a bright sunny one early in the spring of the year. The ground was so soft and oozy that whenever you put your foot down very hard you wondered if your overshoe were going to stay with you or in the mud.

Several of the neighbors had put up "Keep Off the Grass" signs, just as reminders that the new young grass was tender and easily hurt. You see, after all, there was no place to play but on the sidewalk. So don't you think it was a good friend?

Henry was out trying to spin his new green top. He couldn't do it very well because he had never had a top before, but he wanted ever so much to learn. He had been watching the older boys on his way home from school and felt sure that some time, if he only kept on trying, he could spin his top just as well as they did theirs. It took a great deal of patience.

A little farther along the walk in front of their house Margaret and Grace were jumping rope. They made you think of lively rubber balls—they were so bouncing and nimble. They jumped quite



properly on their toes, and their knees and ankles seemed to have springs in them. Each had a rope about six feet long with knots tied at both ends. The knots kept the rope ends from raveling.

#### DO AS I DO

Margaret was leader and Grace had to do the same thing that Margaret did. "This is about like 'Follow the Leader,'" said Margaret, "except that after each stunt I have to wait for you to do it."

These were the stunts Margaret did:

- 1. Jump 5 times standing in one place, turning rope forward.
- 2. Jump 5 times on the right foot, standing in place.
- 3. Jump 5 times on the left foot, standing in place.
- 4. Skip forward 10 times, turning rope forward.
- 5. Skip backward 10 times, turning rope backward. Grace then was leader and did these stunts:
- 1. Jump 5 times, standing in one place, turning the rope backward.
- 2. Jump 5 times on the right foot in place, taking both ends of the rope in the right hand and turning the rope 5 times, left hand on hip.
- 3. Jump 5 times on the left foot in place, taking both ends of rope in the left hand, right hand on hip.
- 4. "Rock the Cradle" five times. (The rope does not swing clear over the head, but swings half-way up in front, then swings back down under the feet and halfway up in back of jumper.)
- 5. "Salt, vinegar, mustard, pepper!" Grace started jumping very slowly, a little faster on vinegar, faster on mustard, and as fast as she could jump on pepper.



Margaret and Grace's mother liked that kind of jumping-rope game because the girls didn't jump too long at one time. She said it wasn't wise for girls of eight or ten to jump a long time without stopping.

Mary and Dick came up from the corner, and Mary had a rope about ten feet long. A long rope is fun for two people to turn, one at each end.



"Let's play 'Chase the Fox' and get the boys to play," suggested Margaret.

Sometimes boys don't like to jump the rope. Perhaps it is because they usually can't do it as well as the girls. If they would practice they could, and it also would help to make them good jumpers with rhythm and spring.

"Come on up and play 'Chase the Fox,' " called

Mary.
"Don't know how," answered Henry, putting his top in his pocket and coming along with the other boys.

"We'll show you."

#### CHASE THE FOX

Margaret and Mary turned the rope. Grace was the fox and the others stood in line behind her. She ran in the turning rope and jumped once and ran out. Dick, Henry, and Ted did the same thing. The fox then skipped through the turning rope without any jumps. The others did the same thing except Ted, who tripped in the rope. He then had to take one end of the rope to turn, so he took Margaret's place and she went to the end of the line. Also, when anyone missed, the fox chose some one else to be fox leader. Grace chose Dick, and he took the lead, while the rest followed and did whatever he did, running in backward, hopping, turning while jumping, touching the ground with his hand while jumping. When Mary was leader, she jumped toward one end of the rope and then she jumped back to the other while she said this rime:

"Hickory, dickory, dock,
The mouse ran up the clock,
The clock struck one
And down he ran,
Hickory, dickory, dock."

Then she played she was "Winding the Clock." She ran in the turning rope that Ted and Grace were holding, and counted from one to twelve. On each count she turned halfway round and on twelve she ran out.



Jane had come up and, a bit wistfully, had been watching the others jump the rope. Her mother had asked her not to jump and get hot because Jane had just gone back to school after having been home with a cold. Grace saw Jane had her jackstones and said she would play with her. They went to sit on Jane's porch steps.

#### **JACKSTONES**

Jane had her turn first. She took the six little iron jackstones in her hand and threw them up in the air and caught them all in one hand. She threw them all in the air again and tried to catch them all on the back of one hand. One fell off, and so it was Grace's turn to try the same things. Each girl's turn lasted until she failed in the catch. Next



turn she would try this same catch again. These are the various tosses and catches the girls made:

- 1. Throw all the stones up, catch all in the palm of one hand.
- 2. Throw all the stones up, catch all on the back of one hand.
- 3. One stone or Jack thrown up, the other four stones put down, Jack caught in same hand.
- 4. Jack thrown up, other stones picked up one at a time. Jack thrown and caught between each pick-up.
- 5. Jack thrown up, two stones picked up, Jack caught.
- 6. Jack thrown up, three stones picked up, Jack caught.
- 7. Jack thrown up, four stones picked up, Jack caught.

"It is more fun when each of us has her own stones, I think," said Grace. "Mother says when she was a little girl she used truly real stones instead of these little things with six feet, such as we buy. She says when I learn how well enough she will show me some harder things to do with my stones. She calls these tosses peas in the pod, cradle, and setting the table."



Margaret and Mary stayed on the walk to play. Mary pulled a piece of chalk out of her pocket and began to draw lines on the walk for their game. Margaret's father had said he did not mind if the Bunch marked on his new smooth walk so long as the marks were for games. People walking along soon wore them off, or a rain would wash them off.

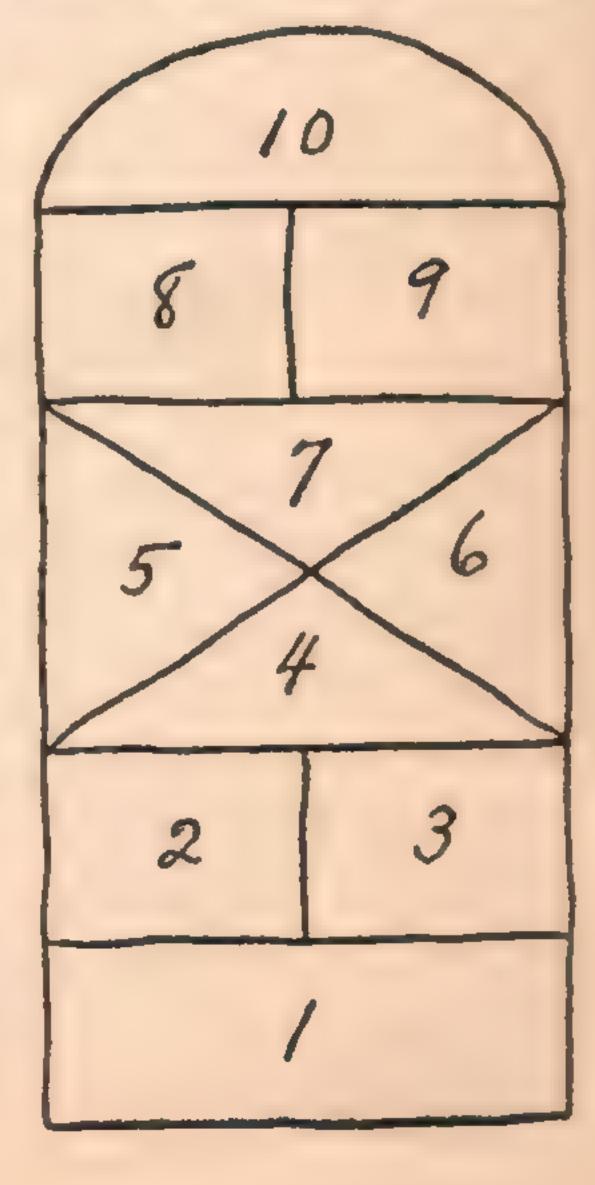
The girls drew squares and cross lines. When they were through drawing each of them got a small stone. The drawing they had made was for "Hopscotch."

To decide who was to have first play, Margaret put her hands behind her back and closed her right hand very tightly over a small stone. When she held her two fists out in front of her, of course Mary did not know which hand had the stone in it. Mary chose the right hand, so Margaret opened that hand and there was the stone. They did this three times. Mary guessed correctly only once, so Margaret won two times. The girl winning two times out of three had choice of turns to play. Margaret chose first turn.

#### HOPSCOTCH

A starting line was marked on the walk about five feet from the number-one end of the "Hopscotch" drawing. Margaret stood on the starting line and tossed her stone into the space numbered one. She then hopped on one foot, very carefully, so as not to step on any line, and, still hopping on one foot, kicked the stone back to the starting line. Again she stood on the starting line and tossed the stone into the space numbered two, and hopped into space one, then space two, and kicked the stone back to the starting line. Then she tried to throw the stone into space number three, but it rolled too far, so Margaret's turn was over. Next time she began at space number three. Mary took her turn. Each time the girls hopped back, they hopped in each square in reverse order and kicked the stone

back in the same order. If the player stepped on a line, missed throwing the stone into the right space, or did not hop in correct order, she lost her turn. When space six was reached, it was the rule that a player could put down both feet at the same time, one in space five and the other in space six. This was also true of spaces four and seven, but not until seven had been reached. The girl who succeeded in making all the spaces first won the game.



Henry took his top out and began working at that again. Ted had a ball in his pocket, so Dick and Ted made a game of ball for two. "Let's see who can have the fewest misses," said Dick. "A bad throw or bounce will count the same as a miss."

#### BALL FOR TWO

The boys threw and bounced the ball back and forth to each other, doing each way five times.

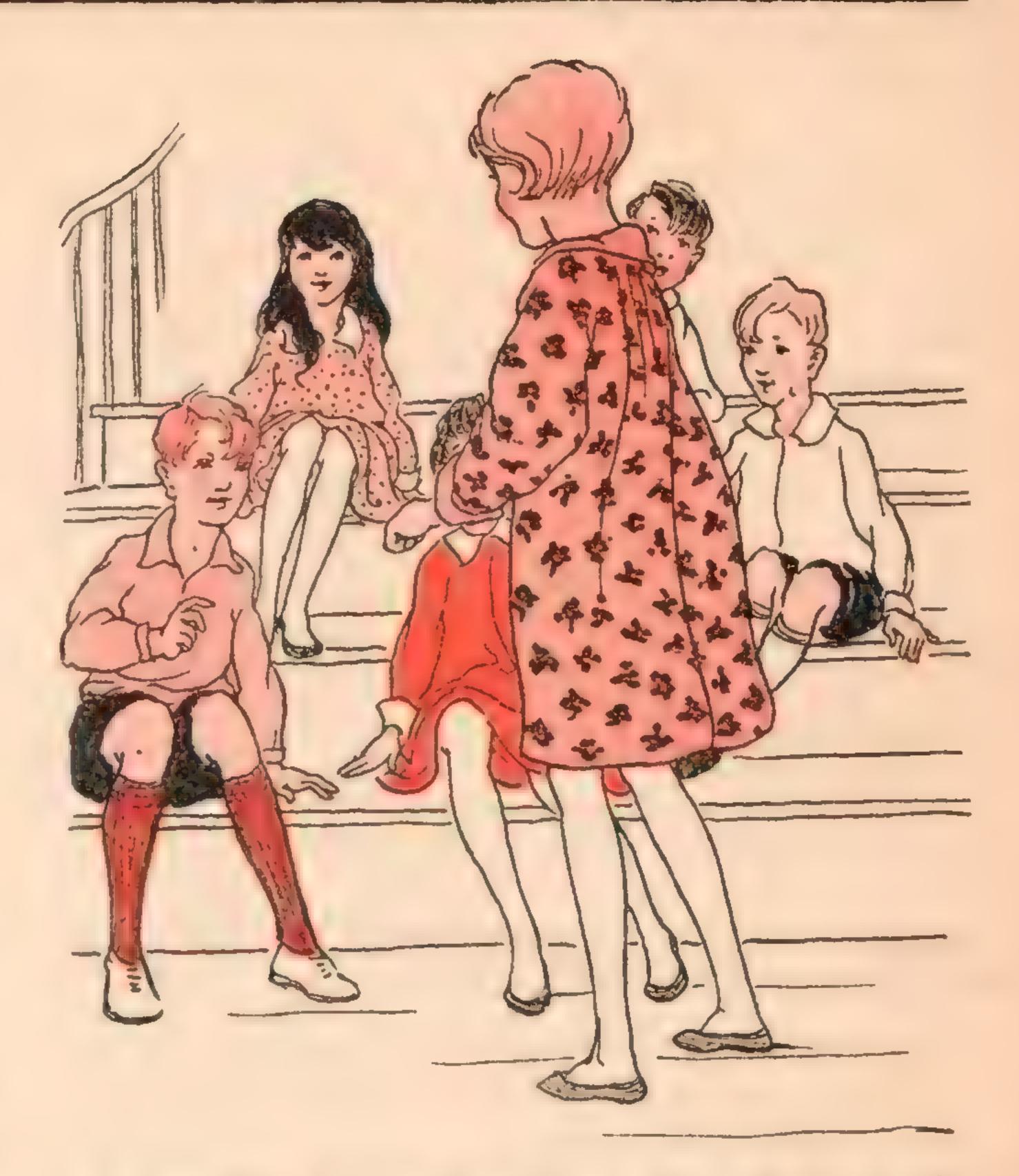
- 1. Threw the ball overhand to be caught with both hands.
- 2. Tossed the ball to be caught with both hands.
- 3. Bounced the ball to be caught with both hands.
- 4. Threw the ball to be caught with right hand.
- 5. Tossed the ball to be caught with right hand.
- 6. Bounced the ball to be caught with right hand.
- 7 There the bell to be caught with left hand
- 7. Threw the ball to be caught with left hand.
  8. Tossed the ball to be caught with left hand.
- O. Down and the ball to be caught with left hand
- 9. Bounced the ball to be caught with left hand.
- 10. Bounced the ball to be caught with both hands on second bounce.



The game of jackstones lasted longest, and the others gathered on the steps around Grace and Jane, watching them finish. Dick was telling about a play they had had at school. Margaret sat on the bottom step and listened, tossing some pebbles she had picked up. All of a sudden she popped up and said, "I've thought of a game we haven't played for a long time."

#### ROCK SCHOOL

Margaret was teacher. The others were pupils and sat on the bottom step of the porch. The teacher had a small pebble held tightly in one hand. She showed both closed hands to the first pupil. If he guessed correctly which hand the pebble was in, he was promoted and moved up one step. If he did not guess correctly, he sat still. Then the teacher went to the next pupil and let him guess. After all had had a chance to guess once, the teacher went back to the first pupil again. The pupil reaching the top of the steps first, won the game and became teacher. Sometimes when the teacher was busy, a pupil tried to creep up a step. If the teacher caught him, he was sent back to the very bottom step, the first grade again!



It was Dick's idea that they all go down to the corner and use the walks going both ways. "Sure!" all shouted after Dick suggested it. "Then we can play some running games."

"Let's play that story game," said Jane, "and have Paul tell the first story because his stories are always so funny."

Everyone was willing, so they all trotted down to the corner.

#### BOILER BURST

Paul stood on the outside corner where the two walks came together. A line was drawn on each walk about five feet in front of Paul. One walk happened to have a crack in just the right place. Farther away on each walk, far enough to make a good run, other lines, called safety lines, were drawn.

All the players stood on the lines nearest Paul and he started to tell a story. Everyone had to be very watchful, because any time in the story when Paul said "Boiler Burst" he would run and try to catch anyone who couldn't get to one of the safety lines without being tagged.

Paul began his story: "I was going down the street the other day and I saw a funny looking car.

It was painted bright green. The people were all out of it, looking at a hole in the side. 'Why, what is the matter?' some one asked, and the driver said, 'Can't you see? (All the players were ready to run, thinking Paul would say the "Boiler Burst.") We were run into.' I went on down the street and a woman came running out of her house. Her face was red and she was excited. She came running up to me and cried, 'Can't you help me? (Again the players were ready to run.) My child is lost.' She went round the corner, and there was the child. She was looking in a basement window. There was a lot of steam coming out the window. I looked down, too, and saw (everyone was ready to run now) a tub full of hot water, because the 'Boiler Burst'!"

Then the players ran for the safety lines. Ted had become so interested in the story that he forgot to run. He was caught and had to tell a story.



Such ridiculous stories as were heard there on the walk, and such starts and stops as were made by the runners at the wrong places in the stories! When Henry was caught, he told a story about ghosts and goblins. That reminded Mary of another game.

"Why can't we play goblin here on the walk as well as on the tennis court or in a gymnasium? We could run up the walk a long way in each direction from here."

They had never tried that game on the walk before, but it went fine.

#### **GOBLIN**

Boundaries were made at Jane's front steps and on the other walk round the corner at the water hydrant. No one could run past these boundaries. The players could run on each edge of the walk and on every cross line. Dick was the first goblin. He carried a stick about a foot long to show that he was the goblin. The goblin ran around on the lines and tried to meet some of the players. All of the players ran on the lines and tried not to meet the goblin. When a player did meet the goblin face to face, the goblin turned round and the player had to follow him. Every time the goblin met anyone, that player had to follow the goblin, who faced about, and the line grew longer and longer. The players could not turn round, but they could change directions by running on the cross lines. When players met on a line, they could pass one another.



## A RAINY DAY

T RAINS every Saturday, I think," said Bob, much disgusted with the weather.

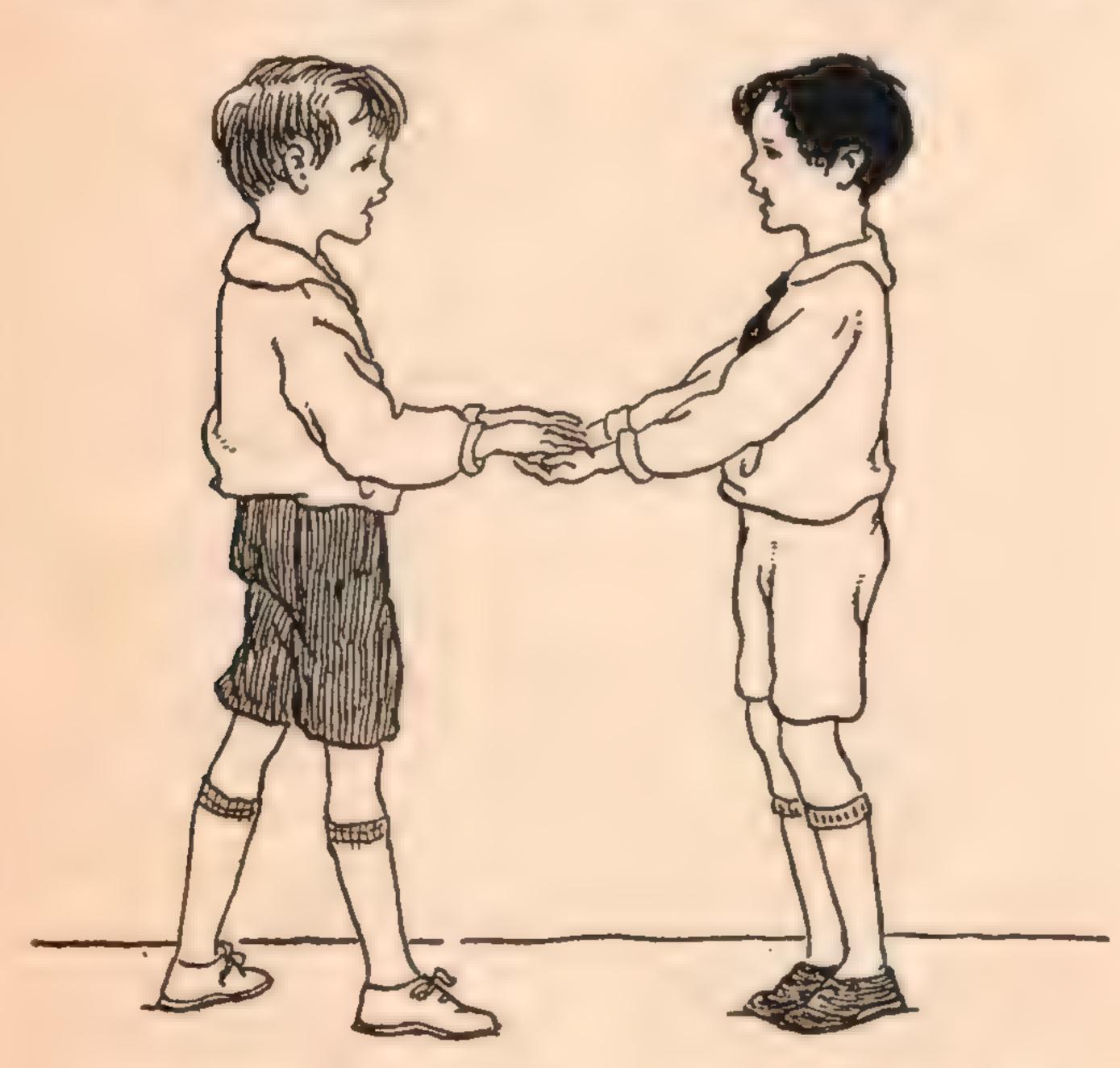
"Come up on my porch and we can play something," invited Dick as the rain broke up their ball game. The group of eight scooted up on the porch.

"Maybe it won't last long," said Jack, looking up at a dark gray sky as if he were a weather prophet.

"Who cares!" said Henry, and, going up to Ralph, he held out his hands and said, "Slap mine if you can."

#### HOT HAND

Ralph spread out his hands with the palms up. Henry spread out his hands with palms down and put them on top of Ralph's. The game was for Ralph to withdraw his hands very quickly and try to slap the backs of Henry's hands. Henry, of course, tried to keep his hands from being hit by

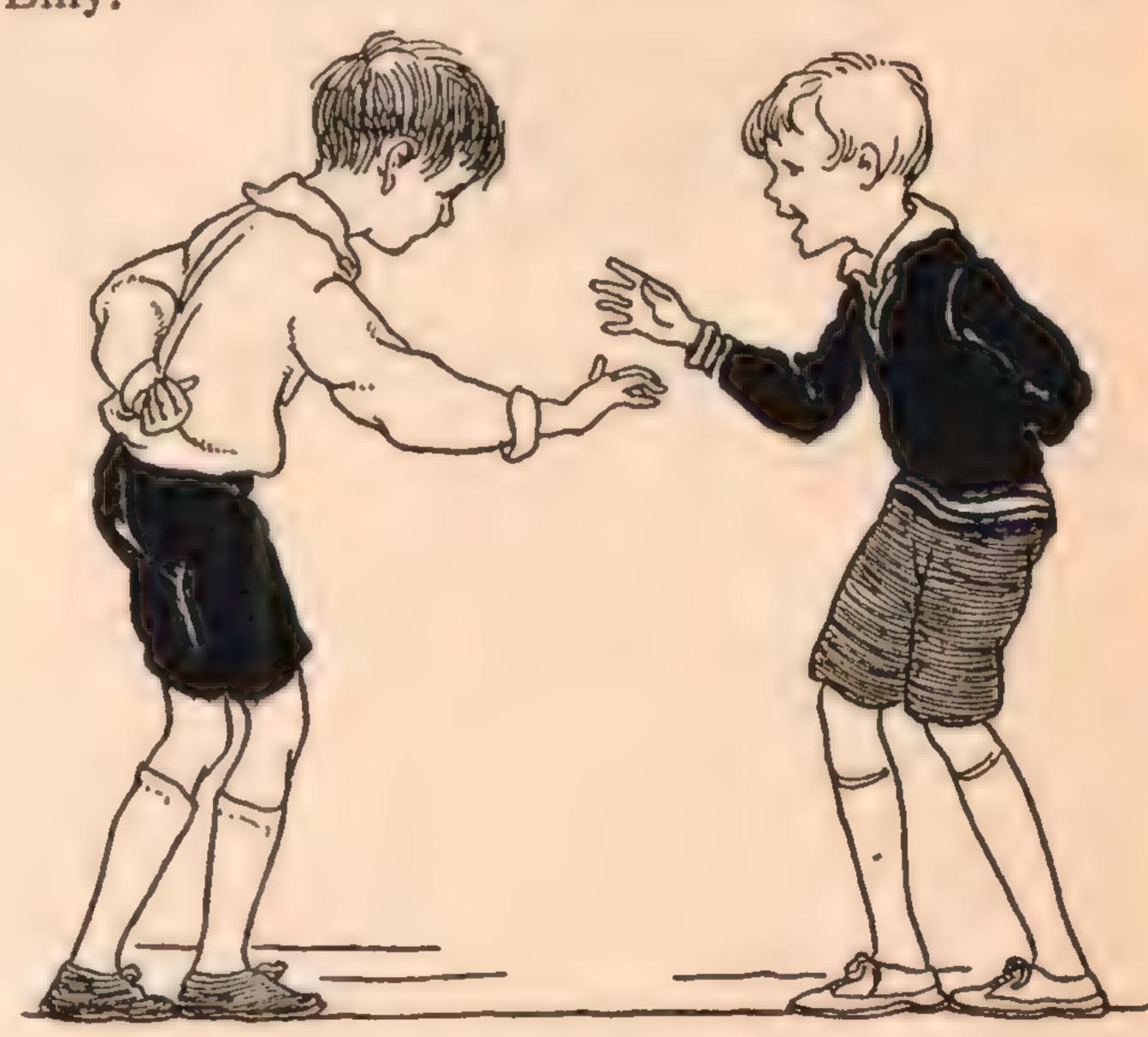


quickly pulling them away. The boys took turn about striking. Hitting one hand scored one. Hitting both hands scored two. Watching the other player's eyes was the best way to get a hit.



The other boys watched Henry and Ralph at first, then they paired off and started their own games. It ended by the winners playing the winners and the losers playing each other.

"I know another game something like that," said Billy.



#### HAND SLAP

Billy said they would use a crack in the floor for the line. Billy and John played together. The two boys stood on the line facing each other. Each boy had his feet on the line, the toe of one foot touching the heel of the foot in front. The left hand was held behind the back. The game was for each to try to make the other lose his balance by slapping the palms of the right hand.



That game was as much fun to watch as it was to play, because the boys were so funny trying to balance themselves. Ted suggested the next game.

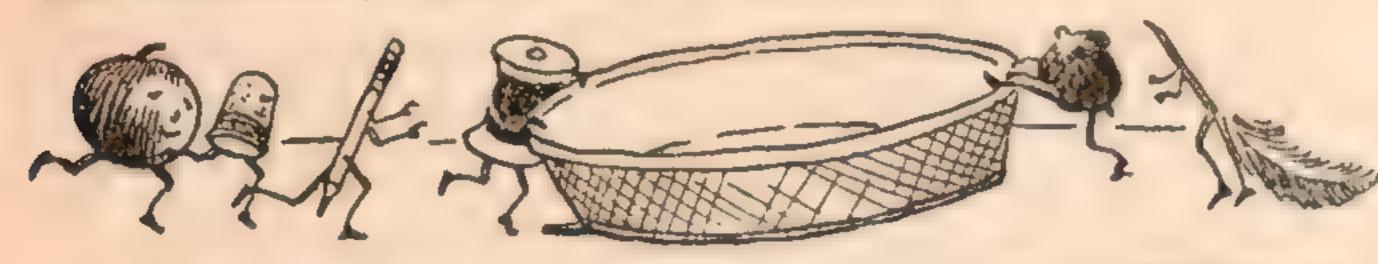
#### CATCH THE UMBRELLA (OR CANE)

Ted was It. The other boys were numbered, beginning with one. Half of the boys stood about six feet from Ted on one side, and the rest of the boys stood the same distance on the other side.

Ted had a closed umbrella and stood it up on the floor, holding it straight with his pointer finger on



top of the handle. He called the number of some boy and at the same time lifted his finger. The boy whose number was called ran and tried to catch the umbrella before it fell on the floor. If he caught the umbrella, he became It. If he did not catch the umbrella he went back to his place. Ted made the game lively because he called the numbers fast and sometimes surprised a boy by calling his number twice in succession. When John caught the umbrella, Ted took his number.



Mary had been disappointed, too, that afternoon, because the rain had spoiled her outdoor play. "Nothing to do," she said, standing by the window.

"Can't we think of something nice to do?" asked Cousin Gertrude, who was visiting Mary's mother that week. "Come here and let's put our heads together and see if they won't think of something."

With a hop and jump, Mary's head was right by Cousin Gertrude's. "Let them begin," said Mary, and they both laughed merrily.

The two heads did work. In about five minutes Mary jumped up, her eyes shining. "O Cousin Gertrude!" she cried. "That will be more fun! I'm glad it rained, after all."

"You ask Mother if we may use the dining room. We'll leave it in apple-pie order afterward. And if you are going to call up some girls, do that too."

Mary dashed out of the room, while Cousin Gertrude went about picking up small articles and putting them into a basket. Mary wasn't gone long. "Anne and Grace and Margaret can come over," she announced on her return, "and Dick said, sure, all of the boys wanted to be in on it."

Mary hunted up pencils, some paper, and a big tray for Cousin Gertrude, and by the time the girls had come everything was ready. It was going to be so much fun, Mary thought!

"Come on in, boys," called Mary, going to the porch door. "Use the mat all you want to; Mother won't care."

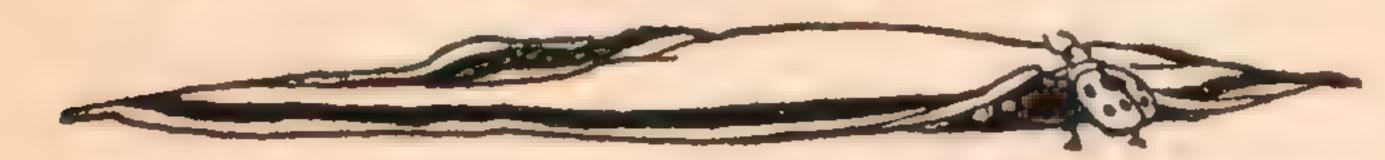
"I hope you brought all your five senses along," said Cousin Gertrude, "because we are going to play some games in which you use each sense you have. We'll have two teams. In this little box I have some slips of paper marked 'East' or 'West.' You each will draw one. If you draw one that says 'East' on it, go sit on that side of the dining room, and if it says 'West,' sit on that side."

Each boy and girl drew a slip, then hurried to the dining room to find a chair on the side their slip showed them. Cousin Gertrude said if they were going to be that quick all afternoon she'd have to hustle.

"First game we're going to play you have to use your eyes and use them fast to win. We'll keep score by our teams."

#### SHAPES AND COLORS

"I am going to ask you to find certain shapes or colors," said Cousin Gertrude. "You won't get out of your chairs to look for them and they must be in this room. When you find whatever shape or color I've asked for, you stand up. The first one up, if right when I'm told, will score two for his team. The second one up will score one if he has found a correct thing. All ready? Find me something square! Go!" Margaret stood up first. She had found the mat on the table. Jim was second with a small rug in the doorway. Cousin Gertrude asked them to find something red, orange, dark blue, something round, oblong, and rectangular.

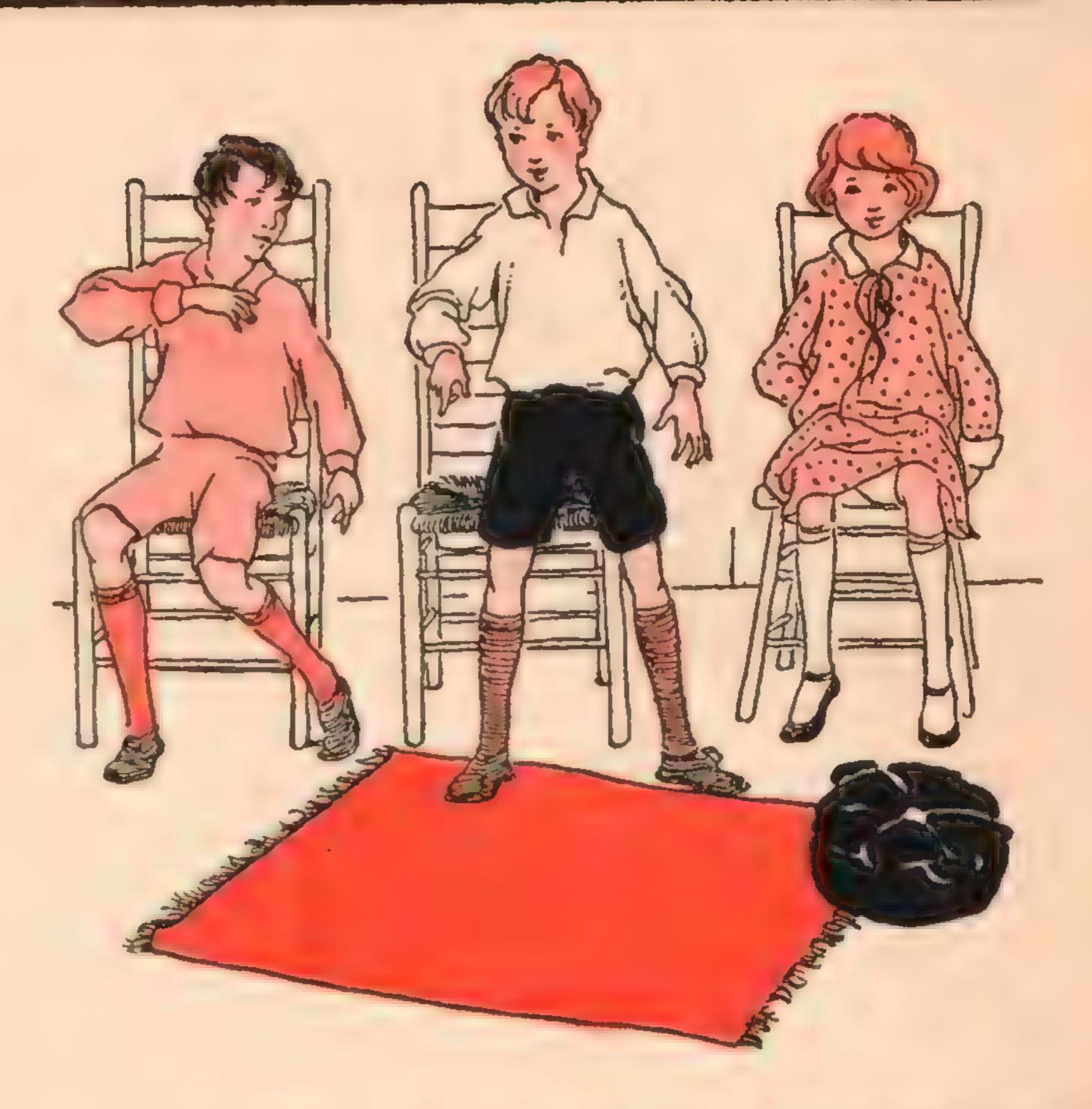


"You seem to have very quick eyes," said Cousin Gertrude. "Now let's see how wise your fingers are."

#### TOUCH AND TELL

On the table Cousin Gertrude had a large black neckerchief spread out. "I have something under here, and you are to come up and put your hand under the cloth and feel it. If you can tell me correctly what it is, you score one for your team. If you fail, a person on the other team has a chance to feel and tell what it is. We'll go through each team twice." Henry was first. His eyes were very





thoughtful when he first put his hand under the cloth. Then his eyes began to dance. "I know. A pear!" he said. "Right," said Cousin Gertrude. "Score one for your side." Next Margaret very quickly guessed a thimble. Cousin Gertrude put things of various shapes, sizes, and texture under the cloth. She put an apple, a buttonhook, an acorn, an oak leaf, a piece of velvet, a piece of silk, a carrot, a banana, a shell, a feather. The thing that made the most guesses was a sprig of cedar, but Dick did guess that at last.



"Quick eyes and wise fingers!" exclaimed Cousin Gertrude. "How about sharp noses?"

#### WHAT DO I SMELL?

"In these pieces of paper I have wrapped different things for you to smell. We will play it the same as the touch game. You score one for your team if you can tell what you smell." It made Cousin Gertrude laugh to have some of the players come up and smell something, then say, "I know that. What is it?" There were many things to smell: orange, tomato, turnip, camphor, mint, coffee, tobacco, cedar. Onion was kept for the very last thing to smell because it was so strong.

"Next game we are going to cover your quick eyes. Your sharp noses won't help you any, but your wise fingers will be aids and your ears will be needed most."

#### HEAR AND HUNT

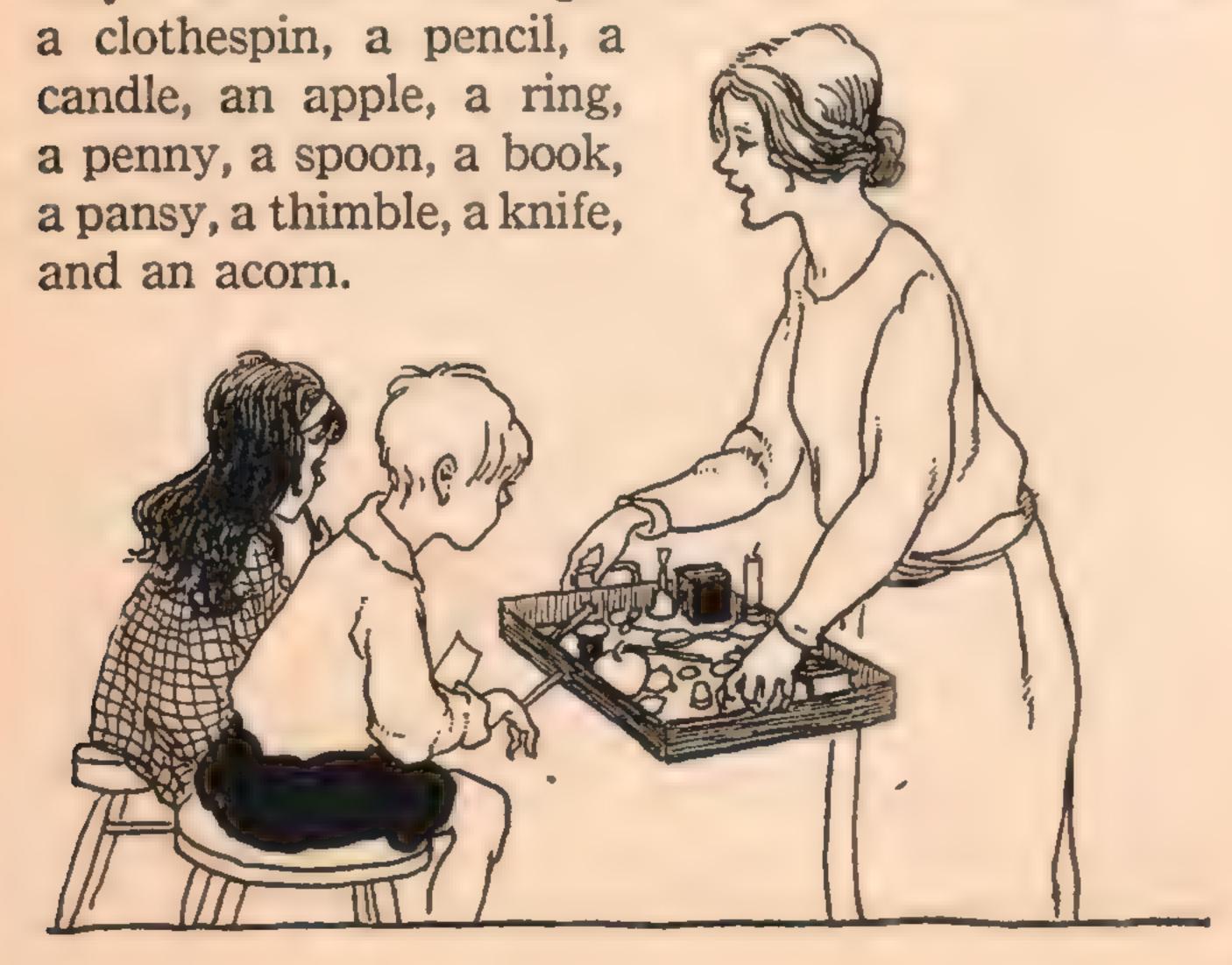
A player from each team was blindfolded, then turned round three times. Cousin Gertrude had a little bell that she tinkled. The blindfolded players tried to find her and touch her. If either player did touch her in a minute's time, that player scored two for her team. If neither player had found the bell at the end of a minute, the player nearest scored one for her team. When a blindfolded player was getting into danger, the team called out the player's name. Each player on both teams was blindfolded in turn.



"Mary, give each one on your team a pencil and a piece of paper. Bob, you do the same for your team. In the other game in which you especially used your eyes, you hunted for one thing. In this game we are going to play, you will remember as many things as you can that you have seen, and write them down."

#### LOOK AND REMEMBER

When all the players were ready with a pencil and paper, Cousin Gertrude walked very slowly in front of each player with a large tray. On the tray were fifteen things: a bell, a spool, a box,



Cousin Gertrude put the tray on the table and covered it. Then each player wrote on the paper as many of the things as he could remember. A score of one was given for each thing which was correctly listed.



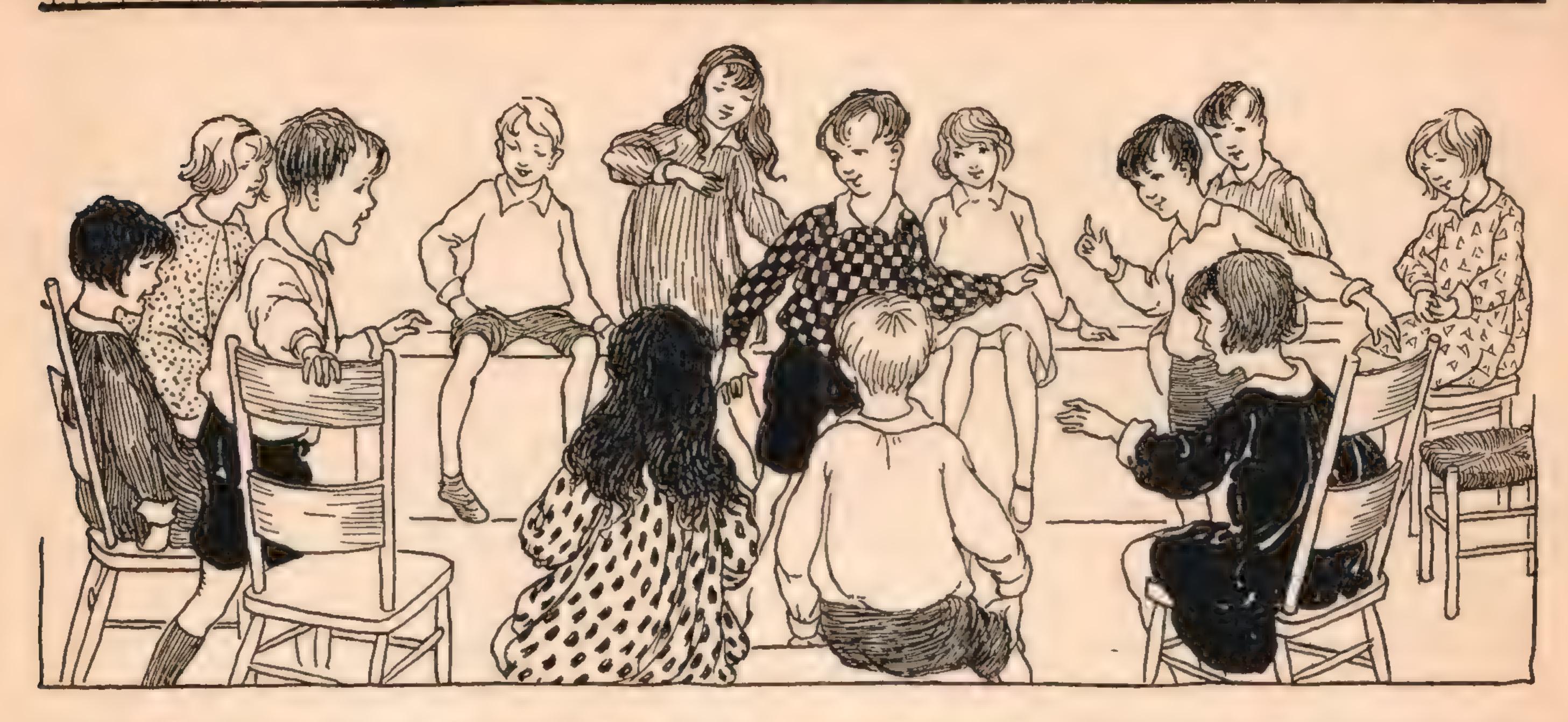
"One very, very important sense we haven't tried out yet. What is it?" There were a few seconds of silence, then some shouts of "Taste!" Cousin Gertrude laughed when she heard Henry say, "Yum, yum!" She thought he was in for a surprise.

#### TASTE AND TELL

Players from each team took turns going up to the table beside Cousin Gertrude. The player closed his eyes and a bit of something to taste was put on his tongue. If he could tell what it was in one guess, he scored two for his side. If he took two guesses, only one was scored for his side. If neither guess was right, no score was made.



It was fun to the other players to watch the face of the taster. One face might look very happy while the next face might look very funny or very puzzled. Cousin Gertrude said she was finding out that most of the boys and girls there ate with their eyes.



"Now we are all through with these games," said Cousin Gertrude, "and while I am finding out which team is ahead, suppose you have a lively game. I'll start you."

#### FRUIT BASKET

The players pulled their chairs around to form a circle. They then numbered 1, 2, 3, 4; 1, 2, 3, 4; 1, 2, 3, 4; 1, 2, 3, 4, as they were seated. All the one's were called apples; the two's were called bananas; the three's were pears; the four's were oranges. Dick was It. He stood in the center and called out, "Pears and bananas!" upon which the players of those names exchanged seats. In the exchange Dick tried to get one of their seats. When he succeeded, the player without a seat became It. That player then called out the names of two other fruits, who exchanged seats. When It called out, "Fruit Basket Upset!" there was a grand scramble of everybody exchanging seats, and It had a good chance to get a chair.



There was so much laughing and scrambling that Cousin Gertrude hesitated to stop the game to tell the final score. However, Ted saw her standing in the door and called out, "Which team won?"

"The East Team!" announced Cousin Gertrude, and had to wait for a shout to die down before

she could go on. "The victors may go out into the kitchen first." She threw the door open, and a delicious odor blew in. No one failed to guess that correctly. "Popcorn! Popcorn!"

Soon each player was back in the dining room scrunching popcorn from a paper cornucopia. "'Yum, yum' is right!" said Henry.

"One more thing now," said Cousin Gertrude.

"Help me put everything in apple-pie order. It is time to break up, and we must not leave a sign that we've been here." There was a picking up and a putting in place and soon Cousin Gertrude said, "Fine! Now we may be asked back another day!"

"Still raining!" called Jack from the porch.

"And nobody cares," said Bob.



# A DAY IN THE WOODS

TT WAS spring vacation. No school for a whole week. Big brothers and sisters were home from college. Best of all, big friend Earl had said that tomorrow he would take the boys of the Bunch out into the country for the day.

Every boy must talk to his mother about it first. If she said he might go, he was to bring his lunch and ten cents for carfare, wear good stout shoes,

and go to bed early that night.

"Meet me here at nine-thirty tomorrow-no later," said Earl. "Tell your mothers we'll get home about four. We are going out to a place I know-Mathews Woods-and I'll get milk to make cocoa for the Bunch. You can bring something in your lunch to cook if you can cook it yourself."

"Hooray!" shouted every boy there, and started toward home to talk to Mother.

Before nine-thirty the next morning ten boys were gathered at the meeting place, waiting for Earl-

> "There he comes!" at last shouted one of the boys. Earl came up the walk looking very tall and camp-like in his hiking clothes.

"Is everybody

"Sure!" came in a chorus.

"Well, let's see now," said Earl. "Has everyone his lunch?" Everyone had, as might be expected of boys.

"Everyone got carfare?"

"Oh! I forgot mine!" said Jack rather meekly.

"I'll lend you some," offered Ted.

"No, Jack will go home right now and get it in about two minutes," said Earl. So Jack scooted just as fast as he could and was back almost before they knew he was gone.

"All right," called Earl. "Now we'll go up and catch the Park car and ride to the end of the line. Then we have about a mile to walk. All ready,

here we go!"

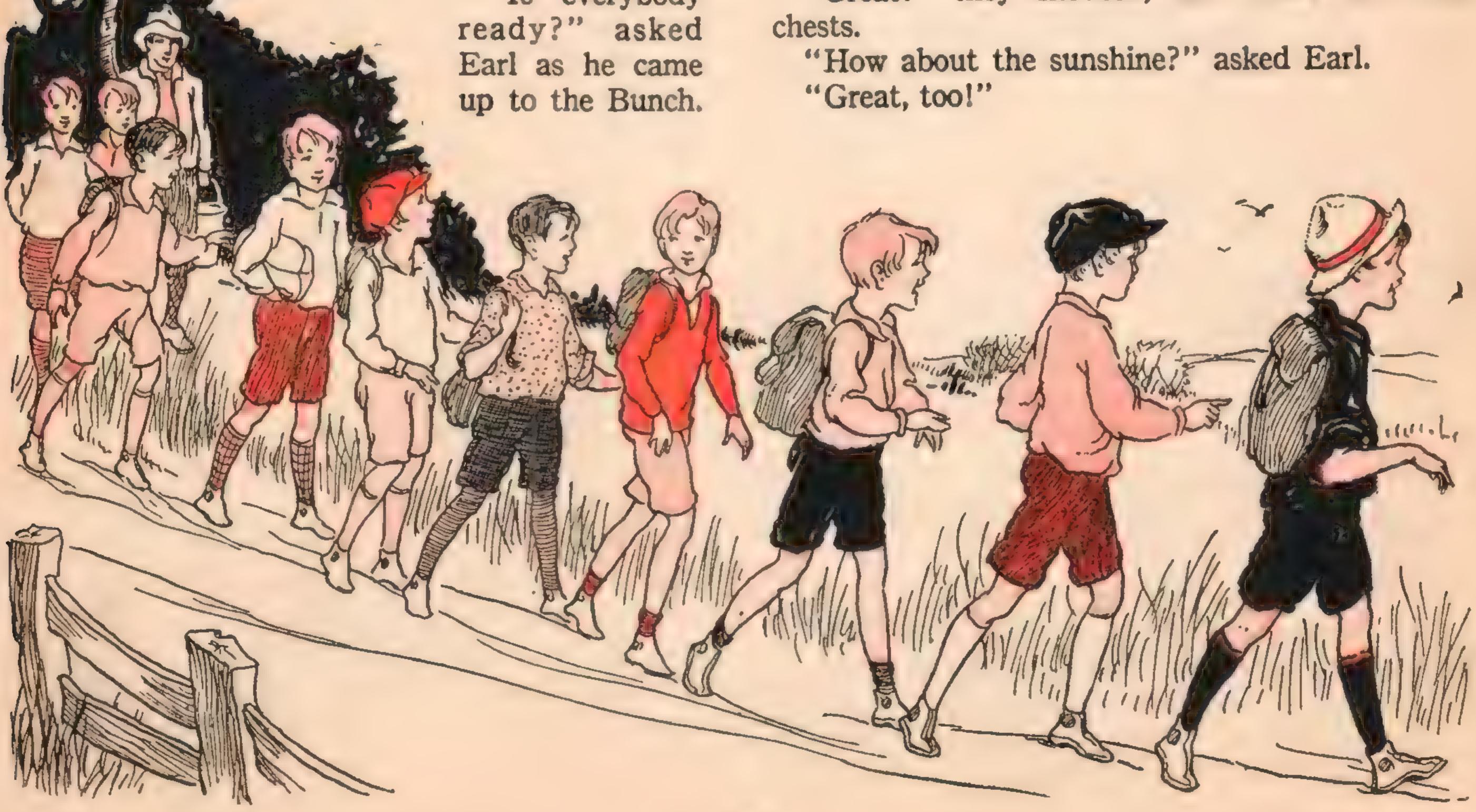
After their ride on the trolley, the boys were glad

to get out and walk.

"Dick, you take the lead and set the pace. Keep well on the left-hand side of the road and don't take us too fast. This is spring, you know," said Earl. "Everyone Indian file behind Dick."

When they came to the first crossroad, Earl called a halt. "How do you like the air out here?" he asked.

"Great!" they shouted, and threw out their



"How about going down the road and having a game as we go along?"

"Greater yet!" they shouted.

"Everyone look around and get ten pebbles or small pieces of rock. We need them as counters. Get them small and brush off all the dirt you can," said Earl. "We'll make it a race and see who'll get theirs to me first. Ready, go!"

Such a scuttling and scrambling as there was on that little road. Jim ran up to Earl first and held

out ten pebbles.

"They'll do," said Earl. When the other boys had come up, the pebbles were inspected and all given to Earl, who put them into his pocket. "Jim was first with his pebbles, so we'll give him one back for that. Score one for Jim." And Earl handed Jim a pebble.

#### BIRDS AND BLOSSOMS

"When I say, 'Go,' we shall start down this country road. You are to keep your eyes open for anything in bloom or any bird. Whoever sees anything in bloom or a bird is to hold up his hand and call, 'Score!' Then everyone is to stop right where he is. The person who called, 'Score,' will show us what he has discovered. He will then get two pebble counters for finding a bird or blossom first. If he can tell me the name of the bird or blossom, he will get one more counter. But neither he nor anyone else is to yell out the name. After everyone has been shown the find and if anyone thinks he knows what it is, he may come and tell me and, if right, get a counter. Everyone has a chance at scoring one on each find. No one can call, 'Score,' again until the counters have been given out and 'Go' is called again. The one having the most counters when we stop wins the game."



They hadn't gone very far when Paul shouted, 'Score!' and pointed to a dandelion. Every boy knew that, of course, and got one pebble counter. As they went by a farmhouse, Henry scored on a peach tree. Bob and Ted called out at the same time for a yellow bush, but neither knew that it was forsythia. Then Henry saw a robin, and Dick a dogwood tree in bloom. They saw so many



things that Earl was beginning to think he would have to get more counters, when they came to the gate where they were to turn in.

"Here we are! Count your pebbles and give them back to me. We may want them again,"

called Earl. Henry had the most.

"Billy and John, you come with me. I'm going up to the house to buy some milk for our cocoa. You boys can carry the bucket, and woe to you if you spill it!" warned Earl. "The rest of you wait here, and just because we stopped the game you needn't stop looking."

Earl and the milk carriers were soon back and the Bunch went on down the lane. "Mr. Brown says we may build fires down by the little brook. So I'm going to find out how much you fellows know about a fire and cooking," laughed Earl.

When they reached the little brook, the boys gave a shout. Each one looked about and hunted a stick or rock to throw into the water. While the boys were doing that, Earl was looking about, too. He was thinking of the wood and where to build the fires.

"Hey, you fellows!" called Earl. "Put your stuff by that tree there where you can find it again.

Then come here."

"Now," said Earl when they had gathered around him, "we have to get wood. Suppose you five boys have one fire and make it here. You other five make yours over there. I am going to have a special one of my own for the cocoa here. All you fellows go



back to where I told you to make your fires and each group choose a fire chief and send him to me."

Earl unstrapped a small ax from his belt, took off his coat, and began to clear away for his fire. When the two fire chiefs came up, he told them to have their gangs gather wood. He would do what chopping had to be done. It took some time for the boys to gather their wood. They had to stop and look at many things as they went about. So by the time the fire chiefs came back to say their squads had the wood, Earl had his fire built and the cocoa started. He made Ralph chief cocoa stirrer and went over to help the boys with their fires.

Some of the boys said they were getting so hungry they just had to eat. But Earl said they had to be good woodsmen and wait until their fires had burned down for cooking. Finally the fires were ready, and ten eager boys untied their lunches.

They were all so busy that no one even talked for a few minutes. Bacon was frizzled, chops and wieners roasted, bread and sandwiches toasted, and marshmallows browned. Every boy seemed to be a good cook, if his eating was the sign.

Then trading began. Henry traded Paul a cookie for a banana. John traded Ted a sandwich for half an apple.

"Sure sign that you are about through eating when you begin to trade," laughed Earl. "Come on, now, let's clean up. Put all the trash on this fire over here. Leave the place clean. I'll put the other fire out. A good woodsman leaves no trail."

When the place was cleaned up and the trash burned, Earl put out both fires the boys had made. Billy and Jack brought water from the brook—just to make very sure the fires were out. Earl had kept his own fire going and called to the boys, "Come on, let's sit around my fire and rest a bit now. Find something dry and comfortable to sit on."

#### **GUESS**

Everyone was seated in a circle. Earl said, "I see something that begins with s. In this game today the thing you give the initial of can't be on any of us. It must be something around us and in sight." The boys looked about them and guessed stick, sand, stone, stump. Henry guessed right when he said, "Sumac." Then he was It and gave the next letter for guessing.



Paul had been very busy trying to guess the right thing. It made the boys laugh when they saw him suddenly roll over backward and beat the air with both hands.

"A bee! A bee!" shouted Paul, which made the boys laugh more.

"He's just talking to you," said Jack with a twinkle in his eye. "Let's play it."

Earl laughed. "I get it. Did you hear it?"
Ted and Jim laughed and said, "We get it, too."
"That's a joke, fellows, but we'll forgive you for

not getting it," said Earl. "Maybe you've never heard of the game. You begin, Jack."

#### BUZZ

Jack started by saying, "One." The next boy said, "Two," the next "Three," and so on up to the seventh boy, who said, "Buzz," instead of "Seven." Whenever seven or a multiple of seven came in the count, the boy said, "Buzz." (Some of the boys wished they knew their multiplication table of seven a little better.) When the count reached seventy and the boys had to say, "Buzz one," "Buzz two," there was much laughing. Whenever a boy missed saying "Buzz" when he should, or said it when he should not, he was out of the game.



"Everyone feel rested up a bit?" asked Earl.

"Sure!" "Great!" came the answers.

"How about stirring around some now? I'll be It to start with."

#### STONE TAG

Earl was It and tried to tag one of the boys. Any boy standing on a stone could not be tagged. A boy tagged had to be It.



Then they changed games and played another kind of tag.

#### TREE TAG

John was It and tried to tag some one. Any boy touching a tree was safe and could not be tagged.



"Here is a tag game that will make you work more," said Earl.



#### HANG TAG

Jack was It. Any boy was safe and could not be tagged if he were hanging from something so that both feet were off the ground. When chased, the boys would jump for the limb of a tree and hang there until It started for someone else. One time Bob hung himself over the fence so that both feet were off the ground.



"What are all those things you have been picking up and putting into your pocket?" asked John of Earl.

"Just some things to make you guess," laughed Earl. That was just enough to make John, as well as Jim and Ralph, who had heard, want to know more. "Let us guess, then," said John. By that time the other boys had forgotten any other game and were clustered about Earl.

#### FIND WHAT I HAVE

Earl put his hand into his pocket and pulled out a leaf. "Anyone know what kind of a leaf this is?" "Oak!" called Dick. "Counter for you," and Earl took one of their pebble counters out of his other pocket and gave it to Dick. "Now we are going to have a race. When I say 'Go,' every boy run and find a leaf like the one I have. The first one back to me gets three counters, the second one back gets two counters, and the third one gets one. Get set, go!" There was a running here and there, then some came racing back to Earl. After that he took out a pussy willow, an acorn, a skunk-cabbage leaf, and there was a race to match each one.



"Now how about some hiding around here? I have seen some dandy places," said Earl.

"Yea!" went up the shout.

"We'll have to make boundaries. The brook on one side, the fence over there, and the road on that side. See that big dead tree way down there? No one is to go beyond that. And whenever you hear me give four long whistles, every one of you is to come back here at once."



#### SARDINES

Billy was It and had to go out and hide.

The other boys agreed to count five hundred by fives to give Billy time to hide. The boys hid their eyes while counting and shouted, "Here we come!" when they reached five hundred. Then all the boys hunted for Billy. Anyone finding him crept into the hiding place with Billy and tried not to let any other boy see him do it. Each boy, as he found the hiding place, got into it until every boy was there and they were packed in like "sardines." The first boy to find Billy was It for next game.



After a while Earl's four whistles were heard. The boys ran back to their meeting place.

"How would you like a new game that I believe none of you has ever played before?" asked Earl. "This is a good place for it because there are so many low trees and bushes."

#### GUARDING THE TREE

Earl had the boys hang strips of paper on the low branches of a tree. These strips were called trophies. About ten yards out from the tree a circle was scratched round the tree. John, Paul, and Henry were to guard the tree. The other boys were to be robbers and try to get the trophies from the tree. The game started with the guards standing near the tree and the robbers hiding outside the circle. If at any time a guard saw a robber outside the circle, the robber was called by name and sent to some point farther away. If a robber succeeded in getting inside the circle without being seen, he

could stand up and run for a trophy. If he was tagged by a guard, he had to go outside of the circle to a starting point again. If he reached a trophy without being tagged, he kept it and went to a starting point to steal up again. The robber getting the most trophies won the game.



"That's a bully game!" shouted Ted when it was over. "I should say so!" came a chorus.

"Check up yourself. It's time to go home," called Earl. "See that you have your cap, coat or sweater, cup, canteen, or knife. Don't leave anything behind." The boys scrambled around and hitched into coats and sweaters.

"You lead on, Jack, and wait at the main road.



# A SUMMER DAY ON THE LAWN

JANE is coming over this afternoon, Mother," said Anne, "and bringing her cousin Nancy." "That is nice," answered Mother. "It is so warm today you had better put on a cool dress and plan to play games that won't make you too hot."

"The girls say our lawn is the nicest place there is to play in the summer," said Anne proudly. "I believe you planted the shrubs just for us, Mother, because they make the dandiest hiding places."

Mother laughed and said, "Perhaps we did."

Anne had been busy most of that bright summer morning with Mother. Girls of eight can do many things to help and have fun about it, too. Anne had wiped the breakfast dishes for Mother and had a jolly talk with her at the same time. Then she had picked the nasturtiums and put them into the glass bowl for the center of the dining-room table. When she helped Mother shell the peas, they played each pea pod was a house with a family in it. They each tried to find the largest family, but it wasn't fair to take time to pick out the biggest pod. When they were all through shelling, Anne had found the largest family with eight in it. Then Anne had made her own bed and had put her room in order. After that she had gone out into the back yard and Mary had come over for the remainder of the morning. Now she had put on a cool dress and was waiting in the porch swing for Jane and her cousin Nancy to come. She became very much absorbed in a new magazine, and the first thing she knew, two hands from behind had covered her eyes.

"Guess who?" a squeaky voice said.

"Jane?" guessed Anne.

"Guess again," squeaked the voice.

"Nancy?"

"No!" The voice was way down in the throat.

"Mary," laughed Anne, and the hands were taken from her eyes just in time for her to see Jane and Nancy coming up the walk. Margaret and Grace came skipping in at the gate, so all the girls went out on the grass.

"What shall we play?"

"Steps, and not It!" called Mary.

"I'll count out," said Jane.
"Make it a short one, Jane."

"All right," and she began pointing to a girl as she said each word:



"One, two, sky, blue.
All out but you!"

The word "you" ended right on Mary, who had called, "Not It," so quickly. The girls laughed and laughed, and so did Mary.

#### STEPS

The edge of the walk was used as a starting line. All the girls stood on this except Mary, who was It. She went to the farther end of the lawn and stood with her back to the other girls. She counted ten out loud. The other girls started toward Mary. When "Ten!" was heard, all stopped moving and Mary turned quickly round and tried to catch some one stepping. If she did catch anyone, that girl was sent back to the starting place. Mary kept turning her back to the others and counting out loud. Sometimes she would count fast and sometimes slowly. Each girl tried to get up even with Mary without being caught stepping. As Grace was the last one over the line, she was It next.



"Where I live, we play it another way," said Nancy. "The first one who gets up to It taps her on the back. Then It turns and runs after everyone, and if she catches anyone before she gets back to the starting line, then she is It."



The girls thought Nancy's way to play "Steps" would be fun, too, so they played the next game that way. This gave Anne an idea and she said, "Maybe Nancy knows some games we haven't played."

Nancy thought for a few moments, then asked, "Did you ever play you're chickens and get sold?" "Let's try it! Here come Helen and Edith, too."

#### CHICKEN MARKET

Nancy was the buyer and Mary was the market man. The other girls were chickens and squatted down in a row. Each girl clasped her hands tightly under her knees. Then Nancy, the buyer, went up to Mary, the market man, and asked, "Have you any chickens for sale?" Mary answered, "Yes. Will you go around and see them?" Nancy went along the row of chickens and tested each one by putting her clasped hands, palm downward, on the head of each. She said one was too fat, another too tough, and so on. The chickens tried very hard not to laugh while the buyer was looking at them. When the buyer came to Helen, she said she would take that chicken. So the buyer and market man each took hold of Helen under her arms and swung her backward and forward three times. She tested all right because she did not let her hands go from under her knees. So she was led away. Each chicken was tested this way. Anyone letting go her hands had to pay a forfeit. Anyone who laughed had to pay a forfeit also.

When Grace saw Helen being swung back and forth, she looked so funny that Grace just couldn't keep from laughing and as a result had to pay a forfeit. She gave her handkerchief. Anne and Edith both let their hands come unclasped, so had to pay forfeits, too. Anne felt around on herself for something to pay, but couldn't find anything. Suddenly she sat down and took off her shoe, which the other girls thought was a good joke. Edith gave a bracelet for her forfeit. After the game was over the girls had to redeem or recover the forfeits by doing whatever was ordered.

#### FORFEITS

Margaret held the forfeits. Nancy sat on the grass while Margaret held Edith's bracelet over her head and said, "Heavy, heavy hangs over your head." "Fine or superfine?" asked Nancy. (Fine stands for boy and superfine for girl.) Margaret answered, "Superfine. What shall the owner do to redeem it?" Nancy thought for a minute, then said, "The owner shall say a rime."

So Edith stood up and recited "Old Mother Hubbard," then was given her bracelet.

Next, Margaret held Anne's shoe over Nancy's head, and when Anne was told to dance for a minute the other girls shrieked with joy. It looked so funny to see Anne dancing around with one shoe off.

To get her handkerchief, Grace had to say the alphabet backward. She said she had to work harder than anyone to redeem her forfeit.

The other girls laughed to hear Grace mumbling letters to herself. Maybe because they all were





so full of laughter and giggles it made Grace think of a game in which everyone had to try not to laugh.

#### POOR PUSSY

Grace was the Pussy. The other girls sat in a circle on the grass. The Pussy knelt in front of a player and mewed or did anything a Pussy could do to make the girl laugh. This girl had to stroke Pussy's head and say, "Poor Pussy! Poor Pussy! Poor Pussy! Poor Pussy! Poor Pussy! without even smiling. If the girl smiled, she had to be the Pussy. When the Pussy mewed very loud or rolled over or rubbed her back up against the player so like a real cat, it was dreadfully hard to keep from laughing right out loud.



Just when Pussy Anne was mewing very hungrily, who should come walking out of the house but Anne's mother. She had a tray in her hand with eight tall glasses of orangeade. "Mew! Mew!" said Pussy Anne all the louder, and ran on all fours toward her mother.

Mother laughed and said, "Down, Pussy! The girls have theirs first." Upon which Pussy rolled over on the grass.

The girls laughed at Pussy and patted her. There was much chatting and merry laughter while they enjoyed their cool drink. Mother chatted with them and when they were through took the empty glasses back into the house.

When the girls started playing again, they chose sides and started a different game.

#### TRADES

Jane was leader of one side. Edith was leader of the other. Jane's side had its turn first and went to the end of the lawn. Soon they came back and stood about eight feet in front of the other team, saying as they came up, "Here we come."

"Where from?" the other side asked.

"New York," was answered.

"What is your trade?"

"B. B." These were the initials of what they were going to act out.

"Go to work," said the other side.

Jane's side then began acting out blowing bubbles, while the other side tried to guess what they were doing. When the right answer was guessed, Jane's side ran back to the base they had come from as fast as they could, while the other side ran after them. Anyone caught had to be with the other side next time. Then Edith's side had to act out something. They acted out washing dishes. The two sides took turns in acting and in guessing. They acted catching a train, taking care of baby, hoeing the garden, and making ice cream.



"Look on the fence, Anne!" called Mary. There sat Paul, Dick, Ralph, and Bob. When the boys saw the girls were looking at them, they flapped their arms and went "Caw! Caw! Caw!" This made the girls laugh. (Of course the boys wanted them to.) "Do you want to come over?" inquired Anne. "Sure!" they said, hopping off the fence.

"Have we anything for a blindfold?" asked Anne.

"Here, use my neckerchief," said Margaret. "Who'll be It for the next game?" asked Anne. Bob was willing, so the neckerchief was tied over his eyes.



#### **EXCHANGE**

All the players made a circle and sat on the grass, a little distance apart. Bob, who was blindfolded, stood in the center. The players in the circle were numbered, starting with one. There were eleven players. The game started by Bob calling, "Two and Ten!" Then the players having those numbers changed places, trying not to be caught by Bob. Bob, in the center, called more numbers until he caught a player. Then that player had to be It and was blindfolded. Bob took the number of the player he caught and kept it until he was caught again. All the players kept the same numbers unless caught.



After almost everyone had been It, Dick suggested another game which brought them all to their feet.

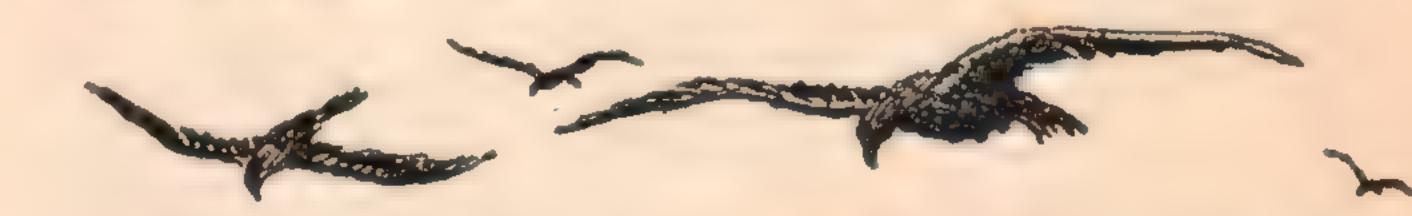
"Maker up, It!" called Ralph.

"All right, I'm willing," called Dick. "Let's have the elm tree in the corner for home base."

#### TAP ON THE BACK

The boundaries were to be anywhere in Anne's yard. Dick was It and hid his eyes against the tree. The rest of the players gathered around back of Dick. One of the players gave Dick a tap on the back. Then Dick turned round and looked at all the players and tried to decide which one had tapped him. He finally decided it was Margaret and pointed to her. Margaret never let on that it really was Paul who had tapped Dick, but said,

"How far do I have to go?" Dick answered, "To the back fence!" Now if it had been Margaret who had tapped Dick, she would have had to run, but they all knew she hadn't tapped him. They shouted to Dick, "Go yourself!" Dick ran to the back fence as fast as he could run, then back to the tree that was base. While he was running, all the others had hidden. Dick began to hunt them. He saw Anne first and ran back to the tree and patted it, "One, two, three for Anne." Dick kept hunting until he found everyone except Bob and Margaret, who got in free; that is, they reached the tree and patted it before Dick did. Anne had been the first one caught, so she was It for next game.



While Jane was hiding behind the althea bush near the front walk, she saw her father coming by. "Why, Daddy, is it time for you to get home?"

"I should say it is," answered her father, wiping his forehead with his handkerchief.

"I'll get Nancy and be right home." Jane ran out on the lawn and called Nancy. The other girls were surprised, too, to find it was so nearly six, and time to go home.

"Let's go up and tell Anne's mother what a nice time we've had. It wasn't a real party with invitations, but it has been a party just the same with the fun and the nice drink, too."

So all the girls skipped up to the porch to say good-by to Anne's mother. The boys called good-by to Anne and disappeared over the fence again.

# ONE DAY AT THE BEACH

NE day at the beach Mary and Anne were seen to be very, very busy. It was a glorious bright day and the girls had put on their bathing suits right after luncheon. They had promised Mother they would not go into the water before three o'clock. But they did not want to go into the water anyway, for they had other plans for a while.

When they arrived at the beach, they saw that the tide was going out. That suited their plans best, too, because they wanted some nice smooth sand. They went past the bathhouses and farther up the shore where the people were fewest and where the sand was beginning to show out of the water.

"Now," said Mary, looking around and suddenly sitting down by a smooth place, "I'm going to make mine here."

"I'll make mine here," said Anne, flopping down not far away.

Both girls began digging with their hands and patting and shoving sand this way and that. Anne jumped up and, going along the beach among the

rocks, kept picking things up. Then Mary seemed to run about in the same way. By and by Anne said, "My house is finished. Come look at it."

Mary went over to Anne's working place, and there was a cunning little house. The sides were built of small pebbles stuck into a little mound of damp sand, while the roof was made of pretty flat shells all turned cup side down. At one end was a little stone chimney.

"That is a dear little house, Anne," said Mary.

"Are you through now?"

"Oh, no! That is just the beginning. Here I am going to have a little stone wall all round my house," and she began busily putting stones along in a straight line. "Then, over here is to be my garage, and here a little stone path to the front gate and one to the garage. Over here is to be the garden with a pool in it."

"That makes me think of Aunt Belle's house,"

said Mary.

"You've guessed it. But just wait until I'm done and see how real I'll make it. What is yours to be, Mary?"





"Mine is different. I'll tell you about it after a while." And Mary went back to her place of work.

Both girls again began patting and putting stones in place, running about picking up shells and rocks. Anne's garden began to grow low green beds of seaweed with tiny rock paths about. Some taller grasses and small tree twigs stood in another part of her wee garden. The little pool had water really come into it and tiny shells all around the edges. It was a lovely little house and garden.

"Now look at mine," called Mary.

Anne jumped up and hopped over to Mary.

"Oh!" cried Anne. "A real castle with towers and a wall, and a—and a—well, what do you call that little river around the wall?"

"That's a moat," answered Mary, with real authority in her voice. Mary had been in Europe the winter before and had seen a real castle with a moat.

"And that," continued Mary, pointing to a high place in the wall, "is a watchtower. This big shell is supposed to be the drawbridge, and it isn't flat enough, but I couldn't find anything better. This is a prison tower, and that tower is where the lady of the castle lived."

"What are these green things outside the wall?" asked Anne.

"That is a field where the peasants work, and over there is the forest with a road through it coming to the castle."

"Yours is much more exciting than mine, Mary," said Anne a bit wistfully.

"But yours would be much more comfortable to live in, Anne."

Just then a loud whoop was heard, and up raced Dick, Paul, and John, in their bathing suits.

"We are playing 'Shadow Tag,' Mary," shouted John, jumping up and down on Mary's shadow, "and now you are It!"

#### SHADOW TAG

Mary was It and ran around trying to step on some one's shadow. There was no shade to get into as on the lawn at home, so everyone had to keep running and dodging about. The only way anyone was safe was to lie down flat on the sand so that no shadow at all would be made. Mary finally stepped on Paul's shadow, so Paul became It and had to do the chasing until he caught some one to take his place.





Dick was It and tried to tag or touch some one. He finally touched John on the right shoulder. John had to put his left hand on the place touched and keep it there until he tagged some one else. He chased Anne and touched her on her left knee, so she became It and had to put her left hand on her left knee and run that way until she caught some one else who in turn became It.



Paul was chased up the shore for some distance when he suddenly pointed to the sand and called, "Look at the funny marks that man's shoes made. Let's make some of our own."

#### SAND PUZZLES

Dick and John went to a smooth place in the sand and made the first puzzle. The rules were that no object could be taken up in their hands or feet, but they could walk, run, jump, hop, fall, roll, crawl, or anything that two could do together. The others turned their backs while Dick and John made their puzzle marks in the sand. They decided to put their arms round each other's waists and each hop on his outside foot three times, then fall forward on hands and knees. The others were then called to come and see the puzzling marks. It did not take long for Mary to guess what had happened. She chose Anne for her partner. While the others turned their backs Mary got down on her hands and knees and Anne sat on her back. Mary slowly crawled along the smooth sand, and Anne made a footprint on each side of Mary as she crawled. That made a funny puzzle to guess.



"It's time we can go into the water," shouted Mary. "I'll be leader; follow me."

# FOLLOW THE LEADER

Everyone playing had to do whatever the leader did. Mary started running toward the water with the others following her. When she reached the water, she made a big splash, reached down and dipped her hands into the water, then rubbed them



Little sand islands were coming into sight all around, and children were playing and digging everywhere. Anne and Mary splashed to one sand island and padded around on it to see the water come up in their footprints.

"It is so nice and soft on our feet here—let's play 'Sailing Ships.'"

## SAILING SHIPS

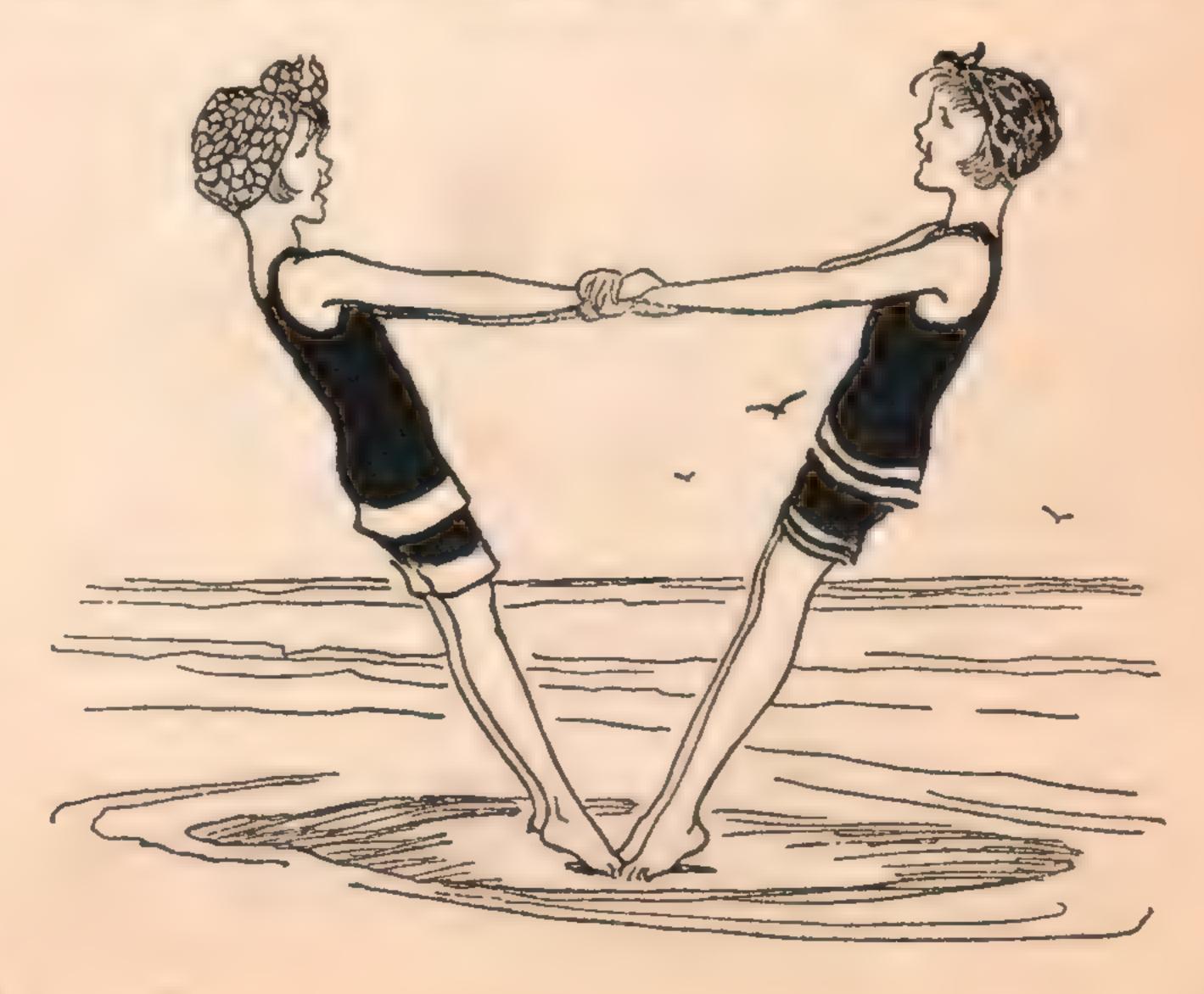
Mary and Anne both stretched their arms in front of them and took hold of each other's hands. Holding fast with their hands, they swung round on their toes as fast as they could go. Mary finally fell down, so Anne's ship sailed the farthest. Two

over her face. All the others following the leader did the same thing. Then Mary got down into the shallow water on the sand and crawled, then rolled over, and jumped up and hopped along. After that she walked backward for a little way, then turned and went splashing as fast as she could in the deeper water out to the float and scrambled up the steps. "I choose Paul to be leader now," said Mary. Paul started by jumping off the float into the shallow water. Anne climbed down the steps instead, so she had to go to the end of the line.



So the game went on until Dick found a jellyfish and with a stick carried it up to the float.

Anne said, "How horrid! Take it away." No one thought it a very pretty thing, but everyone wanted to see it.



friends came up and joined the game. Mary and Anne joined hands again, then the two friends joined hands over Mary's and Anne's. Sailing four ships was slower, but had a bigger tumble at the end.



As Anne was scrambling up, she saw her mother signaling to her to come in out of the water.

"I have to go in now," called Anne. "Let's all come back on the beach and play after we are dressed."

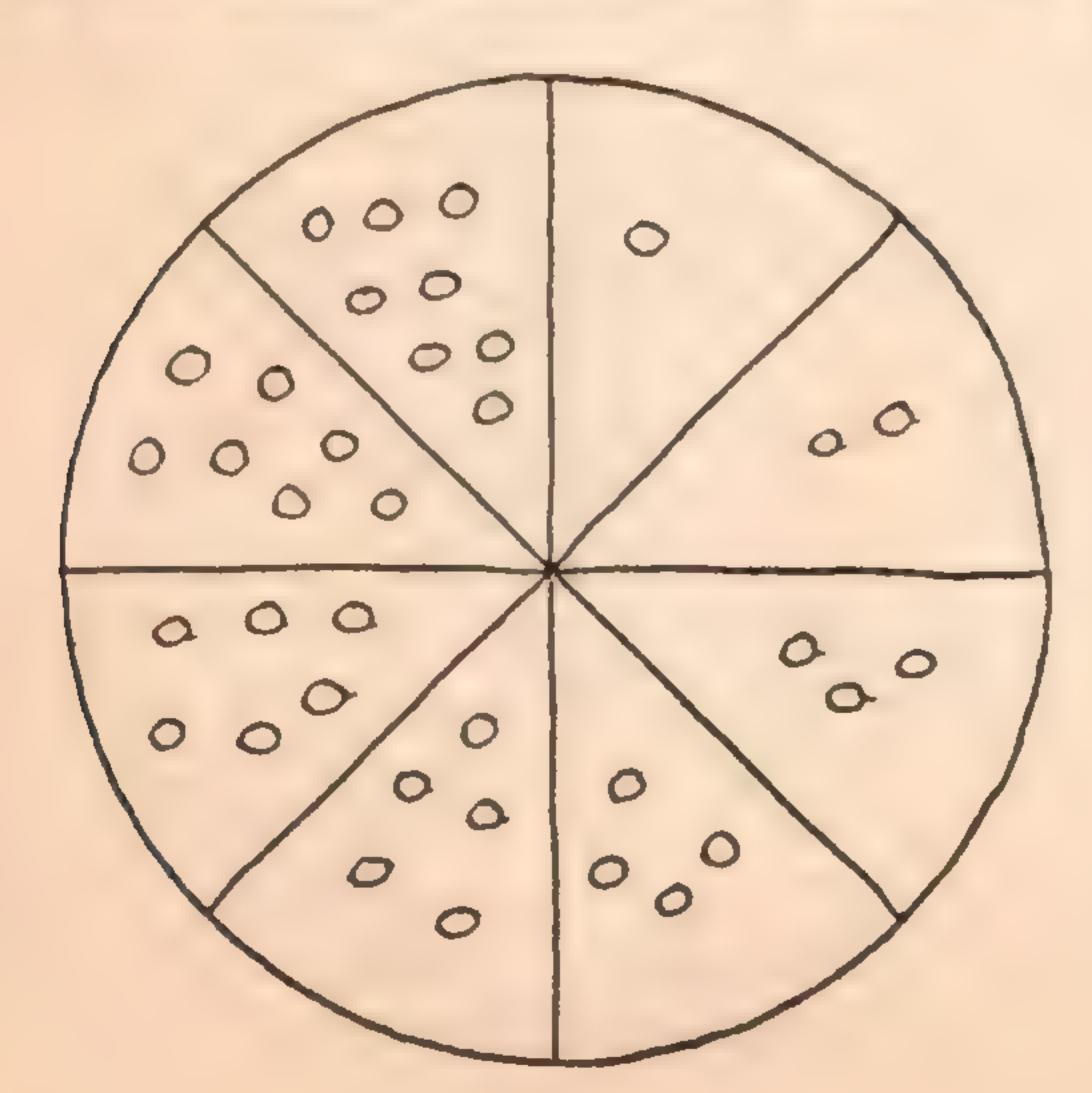
"All right," "Sure," were the merry shouts.

Mary and Anne were the first ones back, as they had gone in to dress first. They came strolling along, each munching a cracker. After coming out of the water the girls found a glass of milk and a cracker always tasted so good. They sat down on some dry sand and finished their crackers.

"I'm going to draw a nice circle for 'Tip-Tap-Toe' while we are waiting for the others." And Anne began patting and smoothing the sand beside her.

# TIP-TAP-TOE

Anne took a stick and drew a circle about two feet across on the smooth sand. Then she drew a straight line across the circle through the center, and several more lines through the center until the circle was divided into eight sections. If there had been more than two players she would have divided the circle into more sections. Then she took tiny pebbles and put one pebble in the first section, two in the next section, three in the next. The last





section had eight tiny pebbles in it. Anne had her turn first. She took her stick, shut her eyes, and moved her stick over the whole big circle and said:

"Tip, tap, toe, here we go,
Where we'll land we do not know."

At the end of the rime, she put the point of her stick down, then opened her eyes. The stick had touched section three, so Anne picked up the three small pebbles and scored three.

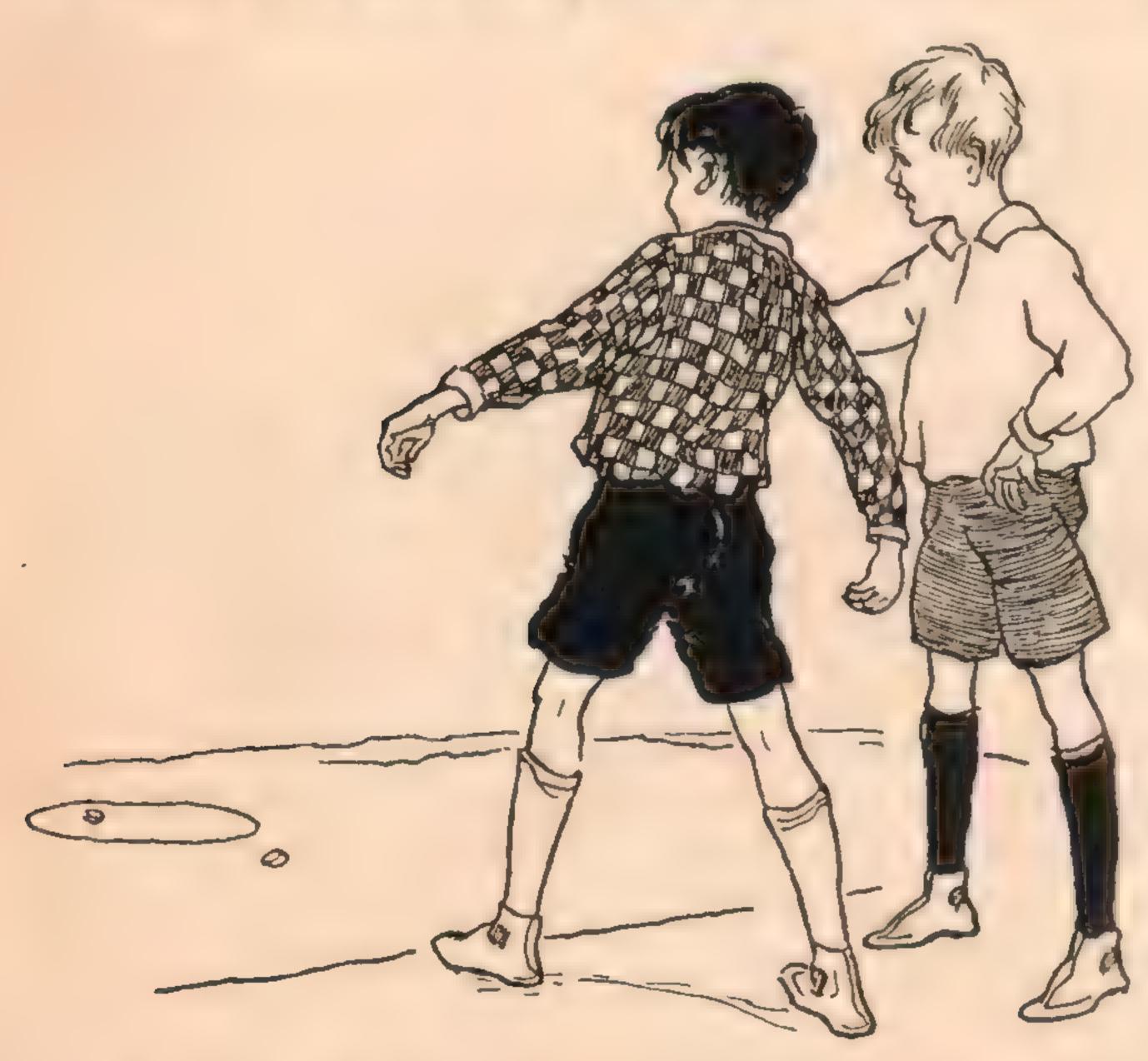
Then Mary took the stick, closed her eyes, said the rime, and Anne watched most intently while Mary's stick came down in section six. So Mary picked up the six pebbles and scored six. The girls took turn about. When the end of the stick fell on a line, outside the circle, or in a space from which the pebbles had been taken, that player did not score, lost her turn, and the other girl took her turn. When all the pebbles had been won, each girl counted her pebbles to see which had the more. If the stick had fallen on the very center of the circle, that player would have won the game right then.

Some of the other girls and boys had come up before the game was over. Every time Anne or Mary closed her eyes and took the stick, the others would say, "Put it in the center!" But neither girl was that lucky. When the pebbles were counted at the end of the game, Mary had seventeen and Anne nineteen.

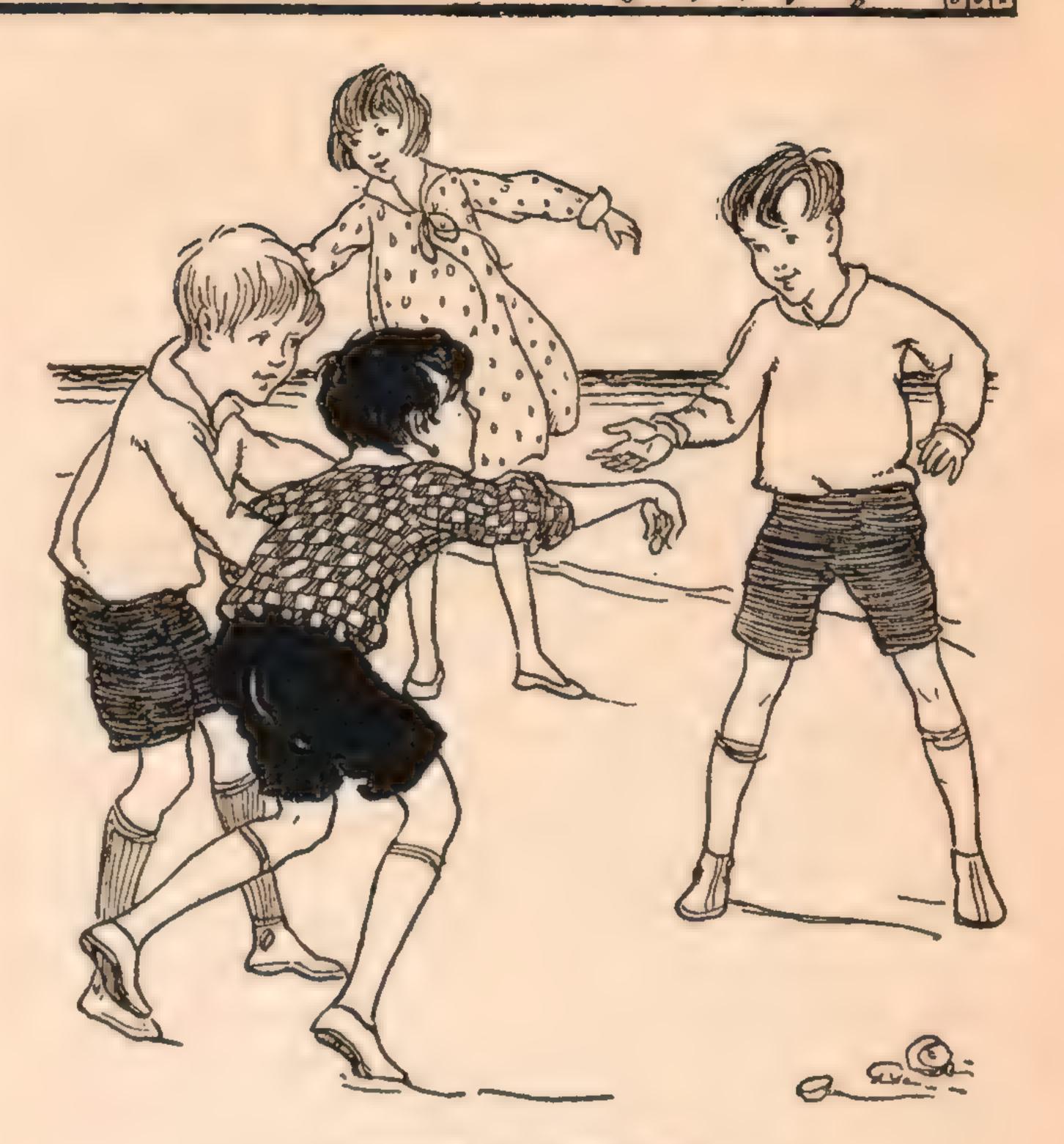
Dick and Paul had started a game of their own farther up the beach.

# SHELL (OR STONE) TOSS

Paul had drawn a circle in the sand measuring about eighteen inches across. Then he had drawn a straight line ten feet away from this circle. Dick had found three shells about four inches long. (He could have used small stones, but he liked shells because he did not have them at home.) Paul had first turn. He took the three shells and stood with his toe on the straight line or throwing line. Then he threw the shells, trying to place them inside the circle. The first did not go in, so scored nothing. The next shell went into the circle, scoring five. The last one did not go in, so altogether Paul scored five. Next, Dick had his turn of throwing the three shells. He scored eight. One shell missed the circle, one went inside the circle, and one went on the line. A shell going on the line counted three.



The boys had not been playing long when John called out, "Come on, we're all going to play 'Pebble Chase' and I'm the passer."



## PEBBLE CHASE

John had a small pebble between the palms of his hands, which he kept flatly together. All the other players held their hands palms together, fingers extended. John passed his hands between the palms of the other players, as if to drop the pebble into their hands. John did slyly drop the pebble into Billy's hands, but Billy acted as if he did not have it. John kept going on to the others, and before he reached the last player, Billy had started to run. Then everyone except John chased Billy who ran and dodged about and tried to get back and give the pebble to John. If he did that, he would be safe and would be the passer. But Jim caught Billy, so Jim was the next passer and the game started over again.



Next time Jim passed the pebble to Margaret. She was such a good runner that she was able to get the pebble back to Jim and then she became passer. The pebble was passed to the different players, and before they stopped playing everyone had been runner at least once. Some had run several times. Jim suggested the next game.



# LAST COUPLE OUT

Jim was It and stood on a line. The other players all got partners. The first pair of partners stood on a line about ten feet back of Jim, facing toward him. The next partners stood behind the first couple, and so on. Jim, with his back still toward the players, called, "Last Couple Out," and the very last couple in the line and farthest away from Jim let go of hands and ran forward, one on each side of the line of partners. They ran up to where Jim was standing with his back to them. Then they ran round in front of Jim and tried to catch hold of hands again. Jim ran as fast as he could and tried to catch one of the partners. He finally did catch Anne, so Anne became It. Jim took Anne's partner and stood in front of the other couples. They all had to move back to keep behind their starting line. It stood on the other line and had to be very careful not to move before the players crossed his line. Also, It must not turn his head to see just when or from which direction the runners were coming. Of course, as each couple had a chance to run they would try to surprise It by varying the way of approaching the line where It stood.



Running and chasing is great fun, but Anne had been doing it a good deal that day. After a time she called out, "I'm going to sit down a while." The rest of them suddenly seemed to feel the same way, so it was not long before everyone was stretched out on the sand. Although their feet were not kept running, their tongues were kept going fast, just the same.

"I went into town this morning and saw the

funniest animal," said Grace, laughing.

"What was it?"

"Well, it was green, and this big around."

Grace made her arms form a large circle. "I have you guessing. This is a good one. I'll have it for my turn and I'll be It in a game of 'Shopping.'"

## SHOPPING

Grace was It and said, "I went to the dry-goods store this morning and bought something that begins with f." The others guessed feathers, fur, fringe, fan. Suddenly Paul sat up and said, "Frog—a big rubber one to be blown up for a life buoy."

"Right," laughed Grace.
Paul was the next shopper.

"I went to the hardware store and bought something that begins with s." Everyone shouted "Screws," but the answer turned out to be "screen."

They had a merry time thinking of funny things, such as artichokes at the grocery and sassafras at



the drug store. In the midst of the fun a clangy cowbell was heard.

"You, Bob!" several cried out.

"I heard it," said Bob, getting up and starting for home. It was not long before the rest were trailing off in various directions, calling, "Good-by," "So long," "I'll see you tomorrow."

be

# A PICNIC DAY

ID your neighborhood ever have a picnic?
There was a neighborhood that did have one and everyone went—

All the children big and small, All the grown-ups short and tall.

Of course the mothers planned it. They decided to have it on one Thursday, about the middle of August. Before that, they met together and planned all the good things to eat and how everyone was to ride. Everyone knew the Moores had no car to carry their four children, and some one had to take Grandma Price, too.

My, but that was an exciting week in the neighborhood! Harry got out his fishing pole and could be seen going around with a spade and an old tin can for worms. Ted and Paul were usually with him. Anne and Mary could be found sewing almost any time, making new bean bags, they said, and lots of them. And, oh, the good smells of bread and cookies that could be sniffed around the kitchen doors!

Thursday did come at last. Not one boy or girl had to be called twice that morning. Baskets and boxes made early appearances on front porches. Hammocks, balls, bats, buckets, and funny-shaped packages were piled about.

"Oh, do you think it is going to rain?" called Mrs. Leslie as she saw Mrs. Dale on her porch.

"Well, the wind's in the south," answered Mrs. Dale. "That may mean most anything, but I believe we are going to have a hot, clear day."



"Hooray, I hope we are!" shouted a group of children from the sidewalk.

"Let's play 'Weather Vane,'" cried Paul, "and I'll be the weather man."

#### WEATHER VANE

The gang stretched their arms straight out and each made a pointer with his right hand. With the left hand he made a fan by keeping the fingers straight and close together.

"South!" shouted weather-man Paul, and the weather-vane children all turned so that the pointer right hand was pointing south.

"West!" shouted Paul, and all pointed west. Little Helen was the smallest and slowest weather vane, but she finally pointed true.

"Northeast," called the weather man, and the weather vanes turned again.

Then the weather man called, "A big storm coming. Whirlwind!" and everyone whirled round on one heel as fast as he could whirl.



Just then there was a good loud rattling heard down the street; the Bunch looked and then let out a shout, "Mr. Leslie and his truck. Hooray! Hooray!"

"Earl and I are off ahead of the crowd. Anything more to go on the truck?" called Mr. Leslie as he stopped his truck in the middle of the street.

Several women hurried out and put baskets and buckets on the truck.

"We're off, and we'll have some hammocks and swings up and probably all the food eaten by the time you get there," laughed Mr. Leslie, and he rattled away, tooting his horn loudly.

It was not long before every car of the neighborhood was being packed and piled into.

"Does everyone know the way?" Mr. Chambers was asking each driver.

"No, I'm not sure," came from Mr. Jones.

"Well, I'll lead the procession, then, and you follow," called Mr. Chambers. "We'll be there in an hour and a half."

Sure enough, they were, and when they reached Eagle Point there were Mr. Leslie and Earl lying in two hammocks, trying to act as if that was what

they had been doing all the time. Everyone could see, though, that they had put up a long rope swing on a big oak tree. There were stakes in the ground for the men to pitch horseshoes, and there were tables ready for the women to put the good dinner out on. Last, and by no means the least interesting sight that met their eyes was a large bunch of big ripe bananas hanging from a tree.

"My treat to the gang," called Mr. Leslie, "to

be eaten at any and all times!"

"Why, Mr. Leslie, you know that will make the children all sick."

"Now, Mrs. Dale, this is a picnic—just once a year—the bananas are ripe, and every boy and girl here has good teeth and lots of sense. Just watch them and see."

"W-e-ll," said Mrs. Dale, rather dubiously, and hurried off, while Mr. Leslie watched a merry stam-

pede around the "Banana Tree."

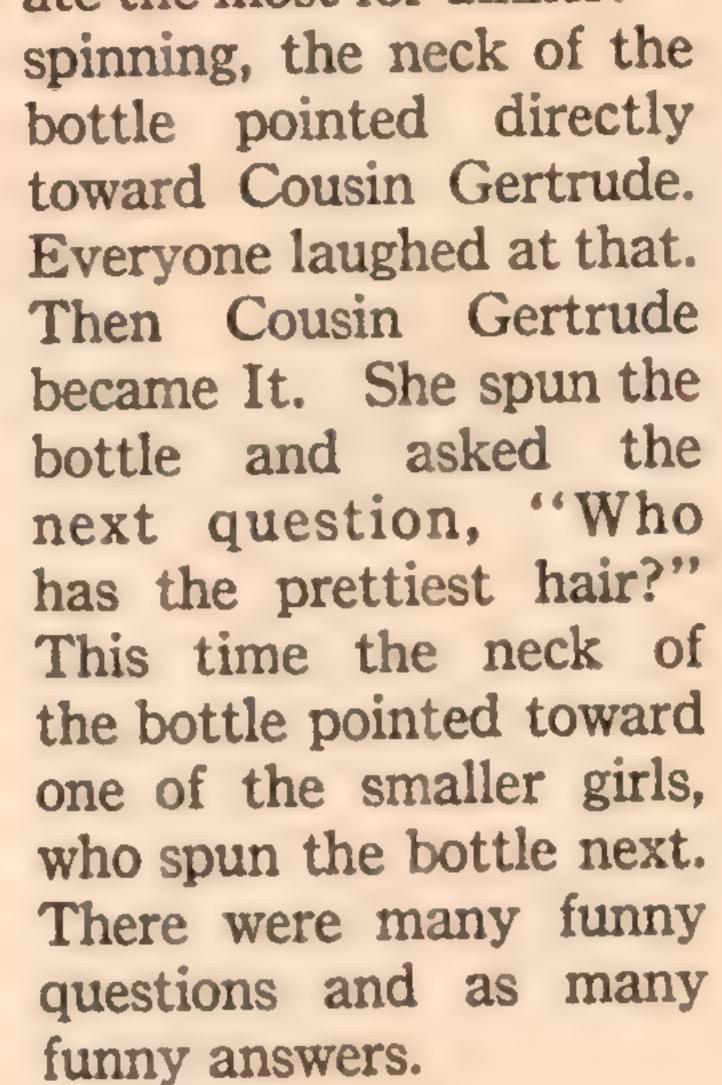
Everyone was busy and happy. Some of the men and boys went fishing. The girls played in the swing and hammocks. Some went wading, with big Cousin Gertrude to watch. There seemed to be boys and girls in every tree and scrambling everywhere, while the mothers unloaded baskets and boxes and pans, and put oodles of good things to eat on the long tables.

"Go toot the horn on one of the cars," called Mrs. Gilbert after a while. "That will be our dinner bell." But it was hardly necessary to call anyone, as so many good things just seemed to make themselves known. Such laughing and talking while food was passed about and disappeared! "Whose mother made this salad?" "What kind of cookies are these? Yum, yum." "Mother, learn how to make this kind of cake." Finally everyone seemed to stop eating. Small groups gathered in shady comfortable places.

Ten of the girls were near the swing and were learning their fortunes with a pop bottle.

# BOTTLE FORTUNES

Mary, who was It, stood in the center while the other players sat in a circle. Mary took the bottle (a pop bottle in this case) and spun it on its side and at the same time asked a question: "Who ate the most for dinner?" When the bottle stopped







Four boys were in a smooth grassy place playing

### MUMBLE PEG

A medium-size pocket knife was used with the large blade open. Each player had a turn to throw the knife in various ways so that the blade would stick into the ground. If a player failed, he had to try the same throw his next turn and until he succeeded. These are some of the ways they tried:

- 1. The blade held between the thumb and fore-finger, the handle toward the back of hand.
- 2. The knife handle in palm of hand, blade on outstretched fingers.
- 3. The knife handle toward wrist, the blade on closed fingers.
- 4. The knife on back of hand, blade toward outstretched fingers.
- 5. Holding the tip of the blade between thumb and forefinger, touching handle to chin, nose, and forehead.
- 6. Folding the arms, right arm underneath left, touching right ear with left hand, holding knife with blade tip between thumb and forefinger.

The last player to get through had to pay the penalty of pulling the peg out of the ground with his teeth. The peg, as the players had agreed upon at the beginning of the game, was driven into the ground by five taps of the handle of the knife.



After a while, Earl, who was home from college for the summer, called out,

"Everybody come, everybody play,

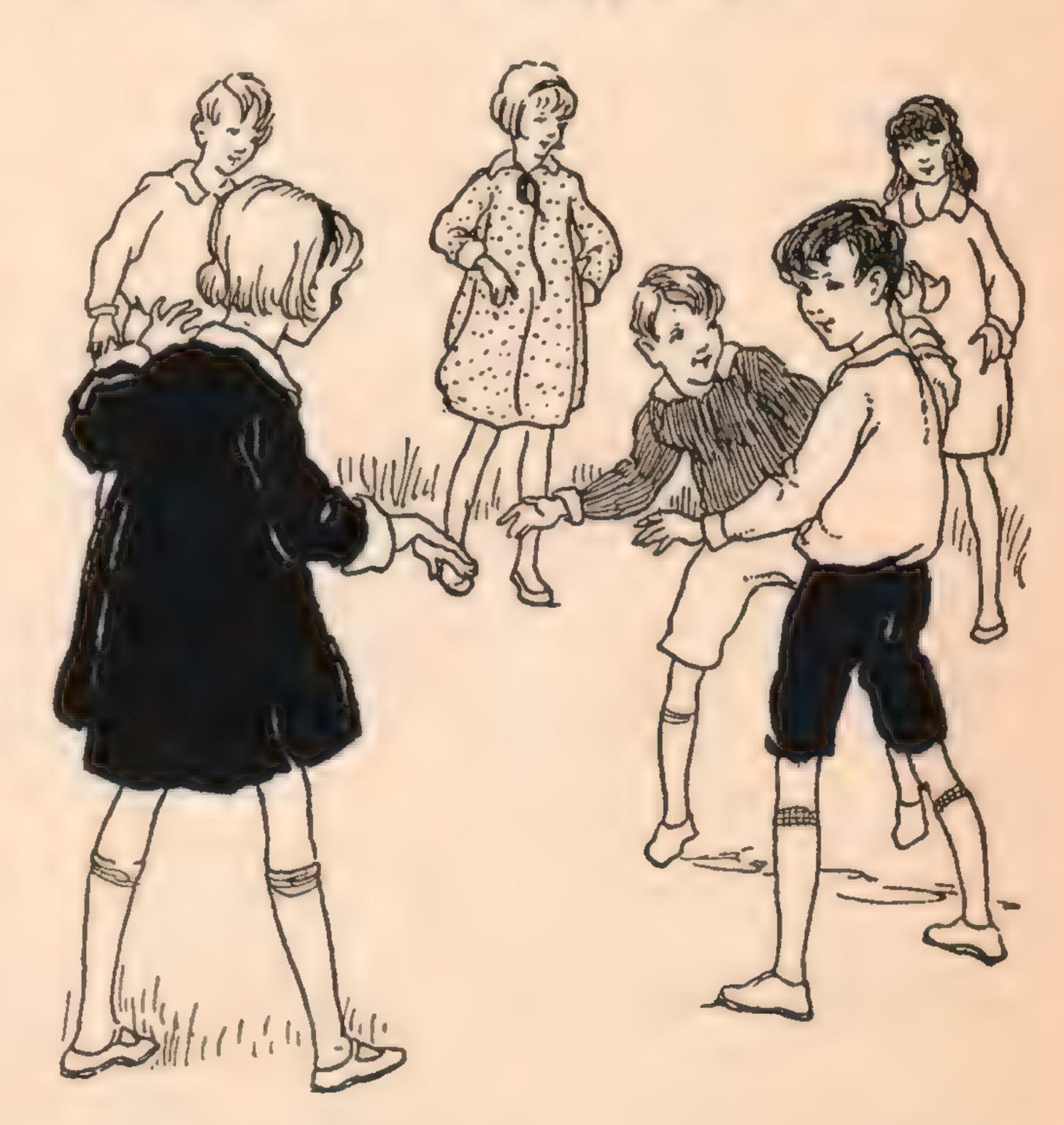
We're going to have some fun this picnic day!"

It did not take the boys and girls long to cluster around him.

"You are the speedy ones!" laughed Earl. "While we are waiting for the others to get here, suppose you take these bean bags, get into a circle, and we'll start a game."

#### OUT AND IN

The players got into a circle, standing at least four or five feet apart. There was one bean bag to about every ten players. The bag was tossed around the circle in either direction, but not across the circle. Whenever a player dropped a bag, he had to step "Out" of the circle. He then followed the bag and tried to get it when it was dropped. If he succeeded in doing this, he was "In" the circle again in place of the player who had dropped the bag.



More people kept coming up and joining the game until they had four bags going. Everyone was catching and dropping bags and laughing when Earl called out, "Hold the bags! We are going to have some more games, but you have to get together as

families. Each family must have only six members in it, so some of you will have to adopt or lend some members. Every family is to have a father, mother, son, daughter, and two more members. Get fixed up. Then the father is to bring his family up on this line with me."

The Moore family was just the right size, so got on the line first. The Leslie family was one short, so adopted Grandma Price and was second in place. Finally, all were arranged into families of six, and the fathers were standing on the line with their families lined behind them.

"Fine-looking families!" shouted Earl. "First we are going to show the fathers how to dress the baby."

# DRESS THE BABY RELAY

Each father had to stand twenty feet in front of his family and be the model baby for dressing. Each family had to get a hat, coat, apron, bib, and toy for the baby. At the word "go" the mother ran up to the model and put on the coat. She ran back to her son, and said, "Put on his apron." The son did that, and ran back to his sister and said, "Put on his bib!" She did that and ran back and said to the next member of the family, "Put on his hat." This player ran back and told the last one to give the baby the toy. The first family to get the baby all dressed and get back and tell Mother won the race.





"Next we are going to have the mothers show us how they gather the potatoes for their families. The rest of you can sit down while they do this," called Earl.

# POTATO AND SPOON RACE

Five potatoes were placed on the ground three feet apart in a line stretching ahead of each mother. Each mother was given a teaspoon, and a basket was placed beside her. On the word "go" each mother hurried forward and took a potato up in her spoon and carried it back to her basket. Then she went back and got the next potato and so on until she had all five potatoes. She could not touch the potato with anything but the spoon. If the potato was dropped, it was picked up from where it was dropped and carried on to the basket. The one getting all the potatoes in her basket first won.



Everyone cheered for his mother and hoped she would win. Mrs. Jones came in just ahead of Mrs. Chambers. She said it was because the potatoes were so warty they were easy to pick up.

"Let's see how well the girls in each family can throw," called out Earl next. "Each girl step to the head of her line."

## BEAN BAG THROW

Each girl stood on a line ten feet away from a basket. Each girl in turn was given five bean bags, which she tried to throw into the basket. A bag that went into the basket scored three points.

A bag that hung on the edge of the basket scored one point. The girl scoring highest at the end of five throws won.



"Now we are going to see what you boys can do. A boy in each family come to the head of the line."

## SACK RACE

Each boy was given a gunny sack (or some similar sack) and a piece of stout cord about four feet long. He stepped into the sack with both feet and pulled it up round his waist and tied it there with the cord. When all were ready, they stood on the starting line. At the word 'go' they ran or jumped as well as they could to a line twenty feet away. The one there first with his bag still round his waist won the race.

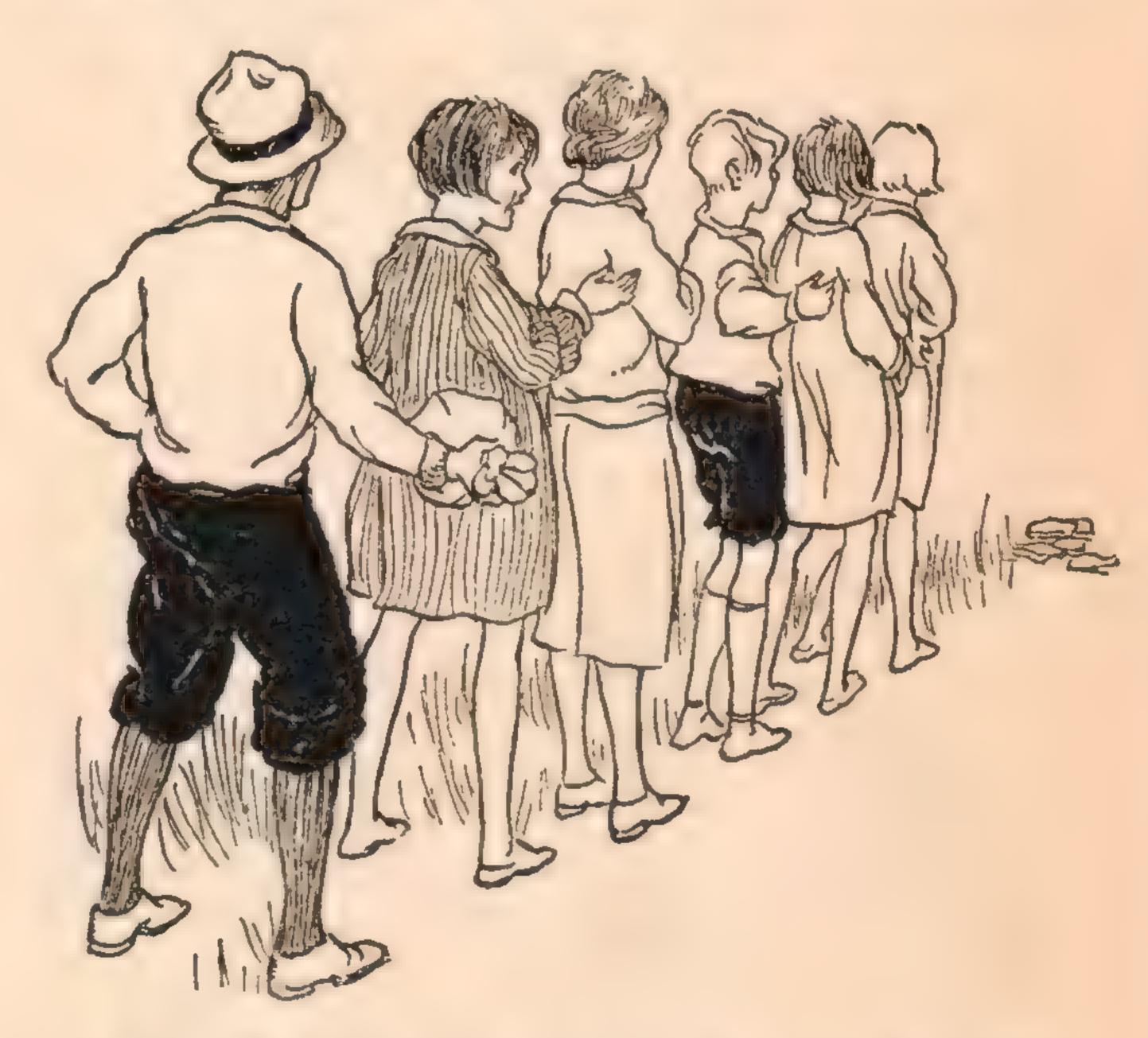


"We are now going to decide which family can blow the hardest and make the biggest noise." This started a big noise right away.

"Every family up and in line behind Father!" shouted Earl.

#### BLOW AND POP RELAY RACE

The players were in single file behind the father. Each file had six players. At the word "go" the leader ran to a point fifteen feet ahead of him, took up a paper bag from a pile, blew it up, and ran to the back of his line and popped it on the back of the last one in his line. That player ran up to the pile of bags, took another bag and blew it up, and ran back to his line and popped it on the back of the next runner. This went on until all six had blown up and popped their bags. The last player popped his bag on the back of the leader, who held up his hands when through. The line getting through first won the race.



Such puffing and popping as went on during that race! The Moores and the Dales tied for first place, but there were no more bags for them to run it over, so that had to stand.

"This is the end!" shouted Earl above the laughter. "Let's give the biggest hooray you ever heard for the mothers who got up this picnic." Every boy, girl, and everyone else hoorayed so loudly that all the acorns and oak leaves above them shook and shivered.

# DAYS IN BED AND AFTERWARD

Leave the wagon as he came running out of the driveway. The driver said Henry came out so suddenly that he could not stop the horses. It was just one of those unfortunate accidents that sometimes happen to boys, and no one blamed anyone else. All were glad, however, that it resulted in nothing more serious than a broken leg.

Henry's mother told the Neighborhood Bunch that they would have to help her play with Henry. Being stretched out in bed was such a bore, she knew active Henry would need lots of help to keep him happy. The Bunch felt sorry for Henry and wanted to help his mother, too, so they said they

would take turn about going to see him.

In the mornings Henry sat propped up with pillows. His mother brought him many bright picture books to look at, books to read, and magazines, too. Mother was always busy mornings, but never so busy that she couldn't stop and help Henry get started with a new occupation. Some mornings she brought paints, and Henry painted pictures about the stories he had been reading. One had airplanes up in the sky and another had a dragon spitting fire. Mother couldn't decide which picture was the more exciting when she saw them.

Another morning Mother gave Henry his blunt scissors for cutting, along with some old magazines. After he had cut for a while, she brought some paste and sheets for a scrapbook. The hospital and children's home were always glad to get.new books for the sick children and Henry was glad to do

something for some one else.

Once, the small game table was put across the bed in front of Henry, and in a short time a farmhouse and barn grew up on it. The house was made of the white blocks and the barn of the red ones, with small white rail fences about. In the farmyard were celluloid animals grazing peacefully. A bright red car was in the

garage, a blue one parked in front of the house, and a yellow truck was coming along the road.

Henry thought Mother had the very best idea for a nine-year-old boy the morning she brought him a great big book called the encyclopedia. She opened it to pages covered with bright-colored flags. After Henry had looked and looked at these flags, Mother brought his paints and pad again.

"How would you like to paint a collection of flags

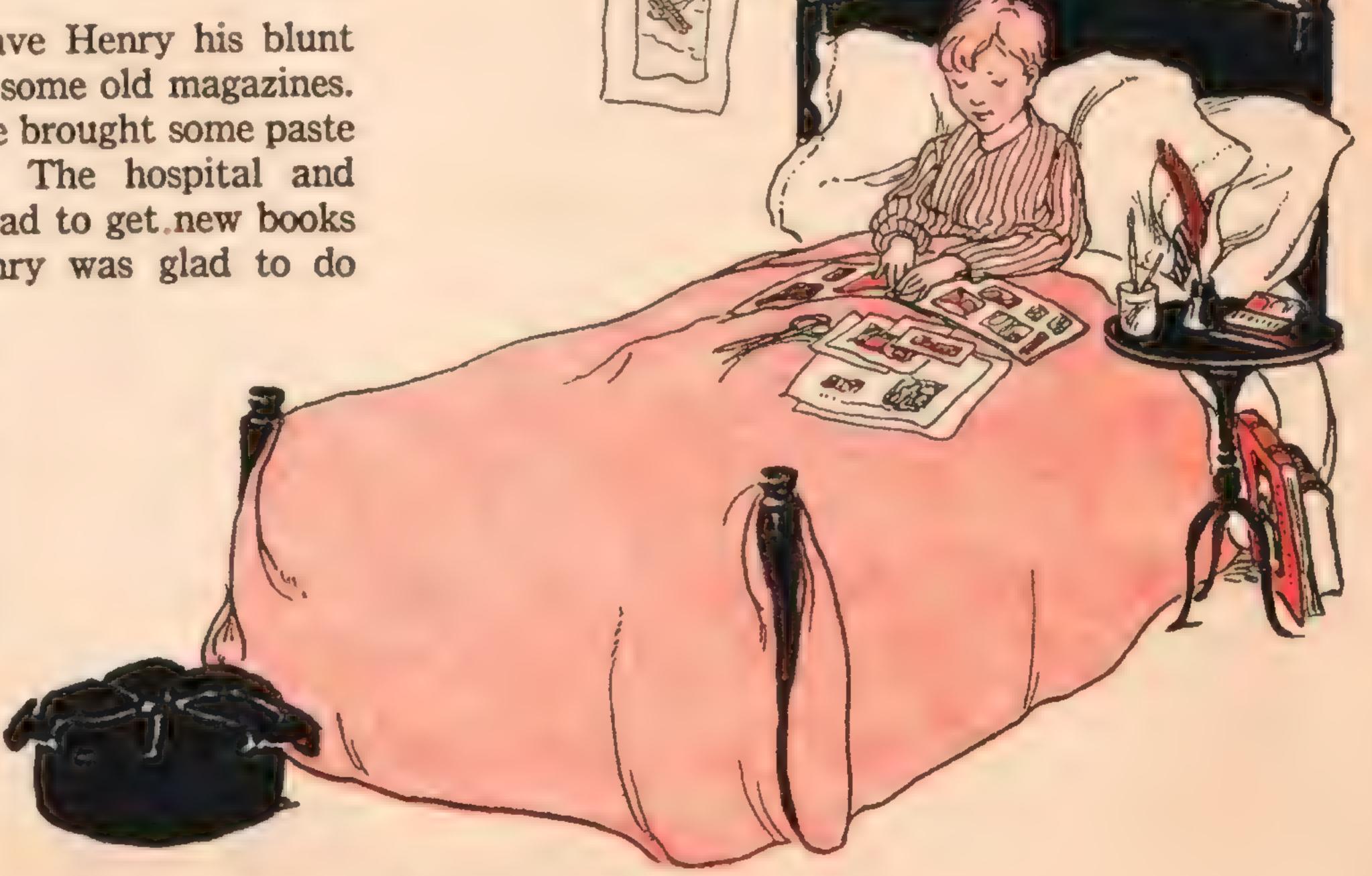
for yourself?" she asked.

"Great, Mother! You think of things that are the most fun," and Henry went busily to work.

That day Mother could hardly get Henry to stop work to eat his dinner. But when she told him there was to be chicken soup and chocolate pudding for dessert, he was persuaded to stop. The rule was that Henry should have a rest each day after his dinner, but this day it was very hard to give up flag painting.

"All I do is rest, anyway," said Henry. Then he remembered that it was Mother who had this nice idea for him, so he didn't say anything more.

When Dick came in later that afternoon, Henry was again busy, drawing and painting flags. Henry had Dick guess to which countries the flags belonged.



However, Henry had copied so many that Dick, although he had been abroad the year before, did not know them all.

"I'm glad you have your table and pencil and paper out," said Dick. "I have some games we can play with them."

Henry put his flags and paints aside and was soon

ready to play.

"Maybe you have played this game before—
'Tit-tat-toe."

"Oh, yes, but I like it," said Henry, quickly drawing the lines for the game.

# TIT-TAT-TOE

Henry drew two parallel lines part way across the paper. Then he drew two lines up and down through the first lines, making a little box in the center.

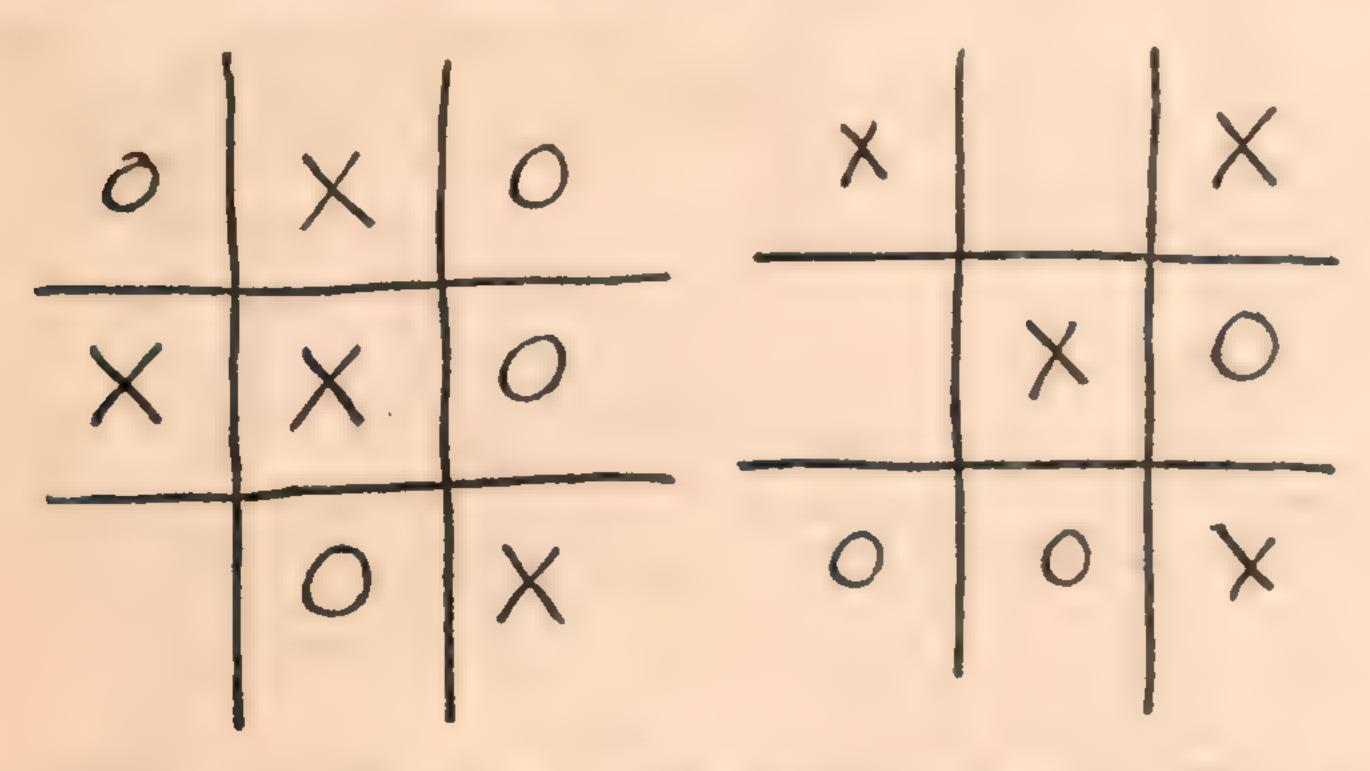
"I'll have a zero for my mark," said Dick.

"I'll have a cross for mine," said Henry.

Each boy was going to try to get three of his marks made in a row.

Dick had first turn and made his little zero in the center.

Henry was next and put his cross in the corner. Both boys watched so carefully that neither one was able to get three of his marks in a row. They said that was a draw. They took another piece of paper for the score sheet and put down "Henry," "Dick," and "Draw," and put one mark under "Draw."



The next game Dick won and cried out, "Tit-tat-toe, three men in a row!"

After they had been playing for a little while, Mother came up and said, "I'll show you how we played it when I was a girl." Then she gave Dick three black buttons and Henry three white buttons.

"You use buttons instead of making marks."

"And that won't take so much paper, either," said Dick. The game went on with the buttons.

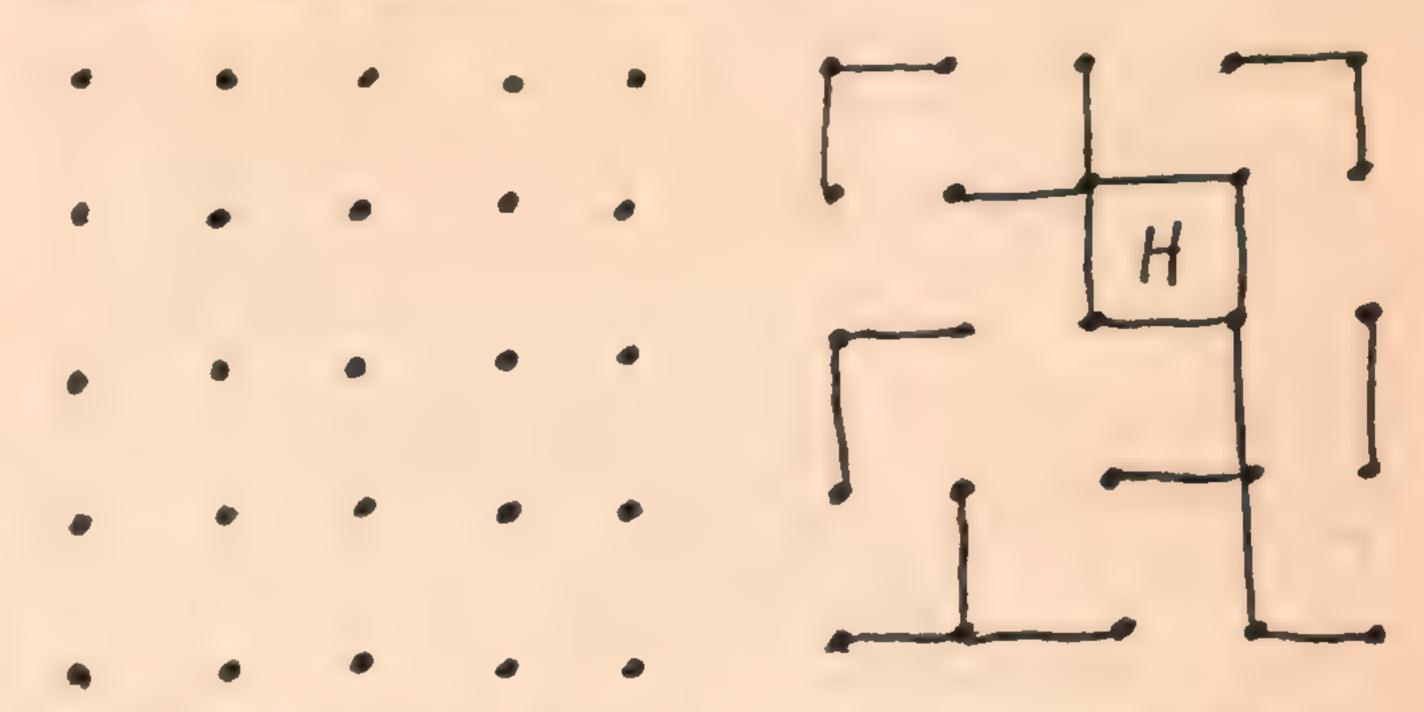
"What was your other game with pencil and paper?" asked Henry.

"I'll show you," said Dick, reaching for a clean

sheet of paper.

#### BOX

Dick made a whole row of dots across the paper. Below each dot he made more dots until the paper was filled with dots in rows. "We take turn about," said Dick. "Each turn we can draw a line from one dot to another next to it. The point of the



game is to draw the last line of a square or box and put your initial in it. The one who gets the most boxes wins the game. After you do get a box and put your initial in it, you have to draw another line as part of your turn." At first it was not very exciting, as it was so easy to draw lines that did not make boxes. But later on the players had to be very watchful. Toward the end, whole rows of boxes could be made in one turn.

It was so much fun finding a box for yourself and trying to keep from helping the other fellow that Dick couldn't believe it was five o'clock when the hall clock chimed. But it really was five—Dick went and looked at the clock to make sure—and time to go home.

The next afternoon Mother was sitting with Henry when Paul came to see him. Paul was greatly interested in the farmhouse and yard that Henry had built on the table. After a while Mother asked, "Did you two boys ever play a game with riming words?"

# RIMING WORDS

Mother was It and said, "I'm thinking of a word that rimes with hat." Henry and Paul had to guess what the word was, but they must not ask directly. Paul thought of cat, but he could not ask "Is it cat?" He asked, "Is it an animal that

is a pet in many homes?" Mother said, "No, it is not cat." She had to do some guessing too.

Henry asked, "Is it an animal that a cat often catches?"

Mother said, "No, it is not rat."

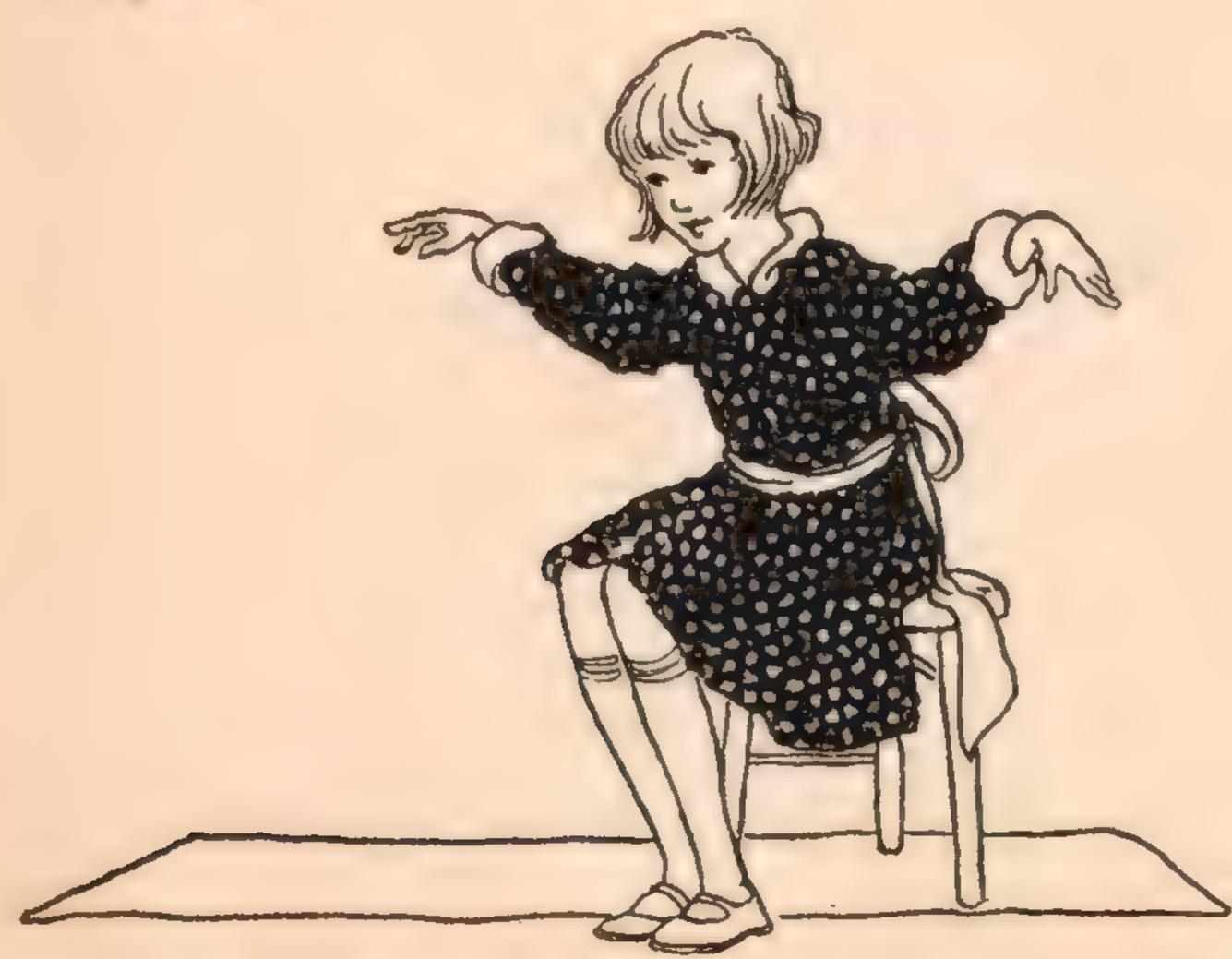
But when Paul said, "Is it a small animal that flies about at dusk," Mother said, "Yes, it is bat." Then Paul became It and thought of a word.



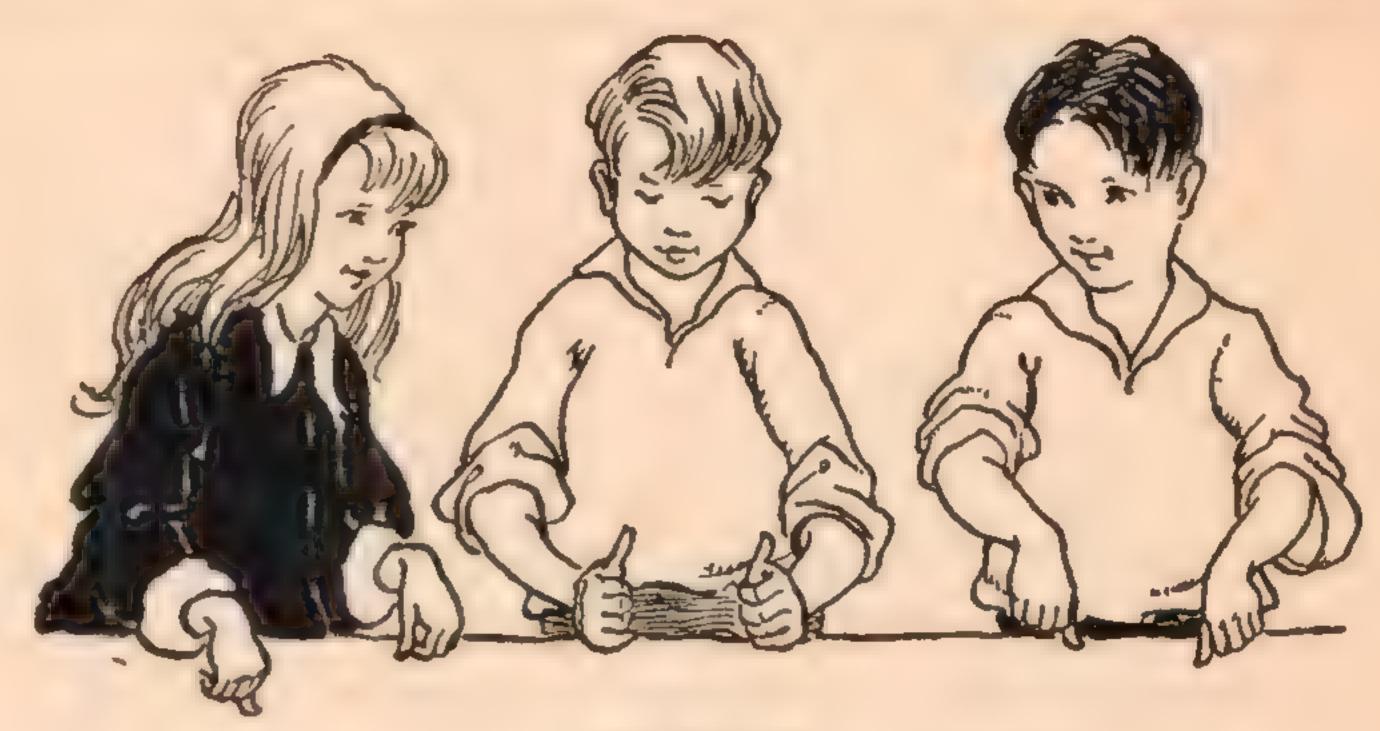
The boys thought the game was great fun. They went on playing it with Grace and Margaret when they came in with a new book for Henry to read. Later Margaret suggested another game.

## BIRDS FLY

Margaret was It. She would call out, "Robins fly!" and make her hands go as if they were flying. The others would make their hands go, too. If Margaret said, "Dogs fly!" (or something else that doesn't fly) she would make her hands go just the same, but the other players must keep their hands quiet. Anyone who made his hands fly at the wrong time was out of the game. There was great laughter when Grace made a donkey fly. Paul was the last one to miss and so he became It for the next game.



"This game is like another one I know," said Paul. "Let's sit closer to the table and play it."



#### HORNS

Paul was It. He put his thumbs down on the table, his fingers doubled under. The other players did the same thing. Paul would say as fast as he could, "Cow's horns up!" "Goat's horns up!" and everyone had to put his horns or thumbs up. But if Paul said, "Lion's horns up!" or any animal that didn't have horns, and a player put his thumbs up, that player was out.



"My big cousin John, who is a real artist, showed me a dandy game," said Henry eagerly. "Paul, get four pencils and four pieces of paper from my box over there," and Henry started clearing the table as well as he could, while Margaret and Grace helped. They all sat around the table by Henry.

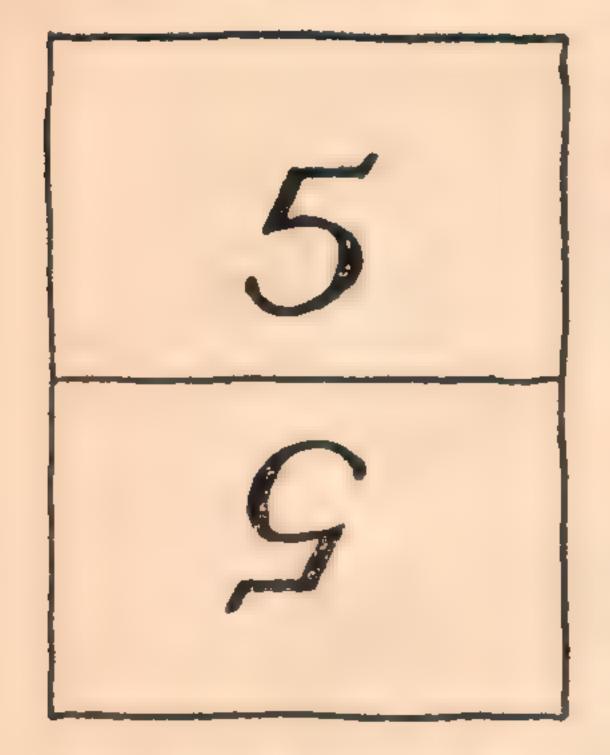
#### PICTURES TO ORDER

Each player had a pencil and sheet of paper. Henry started and said, "Draw a pond." All four drew a pond on their paper.

It was Margaret's turn next. She said, "Draw a house by the pond." All players drew houses by their ponds. Next Grace said, "Put a swan on the pond." Then Paul said, "Make a road go by the house." They took turn about, saying what was to go into the picture, until the papers were filled. Then they put the drawings in a row, and voted which one would be exhibited for the best picture.



The next morning Mother suggested to Henry that he make a pack of numbered and colored cards. If he could make them, she knew of several things



that could be played with them. She brought Henry some cards, four inches by six, from his Daddy's desk. Then she brought his big rubber stamps.

"First cut your cards very evenly into two pieces," suggested Mother. "That will make them a better size. Then draw a line through

the center the short way of the card."

After Henry had this done on sixty cards, he called, "I have that much done."

Mother came and said, "Take your inch-high number stamps and print a number above the line on each card, then turn the card upside down and print the same number above the line on the card again. That way you will always have one number right side up. Make four cards that way for every number through fifteen."

"Where do the paints come in?" asked Henry.
"After the printing is dry, you very carefully color the numbers. Make a red, blue, green, and orange color of each number."

So Henry set to work. It took careful work to make a nice-looking card, to get the number printed clearly and on the card straight. Then he had to be very careful when he put the paint on not to get the ink so wet it would run. It was just before dinner that he called Mother to come and see. She laughed when she saw cards lying on everything within Henry's reach. He had spread them out for the paint to dry.

"That's fine," said Mother. "This afternoon, when Ralph comes in to see you, I'll show you a game to play with them."

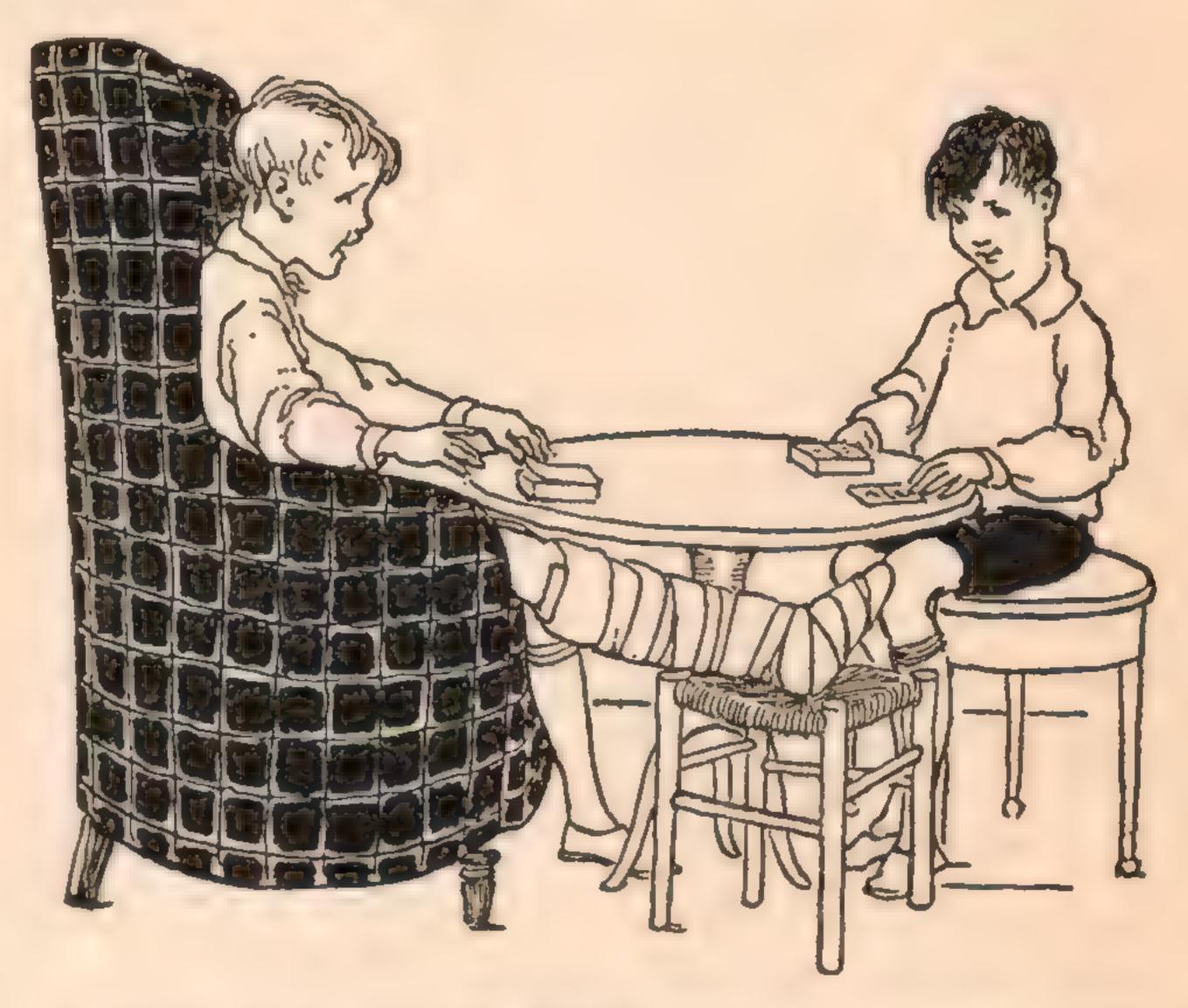
The cards were carefully watched by Henry and when they were dried he picked them up. My! Wasn't he proud to show them to Ralph that afternoon and say, "I made them all myself!"

The table was standing near by, and Henry had hardly shown his cards before he called, "We're ready, Mother."

#### DRAIN THE WELL

The cards were mixed up and then divided evenly between the two boys. Each boy made his cards into a neat pile in front of him with the number sides of the cards down. Ralph turned over his first card

and put it down beside his pile on the table. It was a red number. Henry turned one of his cards over and put it on the table beside his pile. His was an orange number. Next time Ralph turned his card he put it on top of his first one. This time he turned an orange one, which was the same color as Henry's, so Ralph took Henry's card and put it on his pile. Each boy wanted to get all the cards; that is, drain the other fellow's well or pile of cards. Every time either boy turned a card up that matched in color the other boy's top card, the pile was his. It was very exciting to have only a few cards left and then match the other boy's pile and get it. Sometimes the game was very short and then another time it would last a long time.



Henry thought that game was fun for two boys, but he learned another from Daddy that was even more fun. He was showing Daddy his cards after supper that evening.

"They are fine," said Daddy. "I'll show you a game I played when about your size. We need three or more players, though."

Henry shouted to big brother Russell to come and play. The table was pushed up by Henry's chair and they mixed the cards and started to play.

#### SNAP

The cards were divided evenly among the players and put into piles, numbers down. Daddy was first player and turned up his first card and put it down beside his pile.

"This is like 'Drain the Well," said Henry.

"Yes," said Daddy, "except whenever a card of the same color as another on the table is turned, the players whose cards are the same color both call 'Snap.' The one who says 'Snap' first gets the other one's pile."

"What if they say it both together?"

"If none of us can decide which one said it first, we'll call it a draw and no one gets the cards."

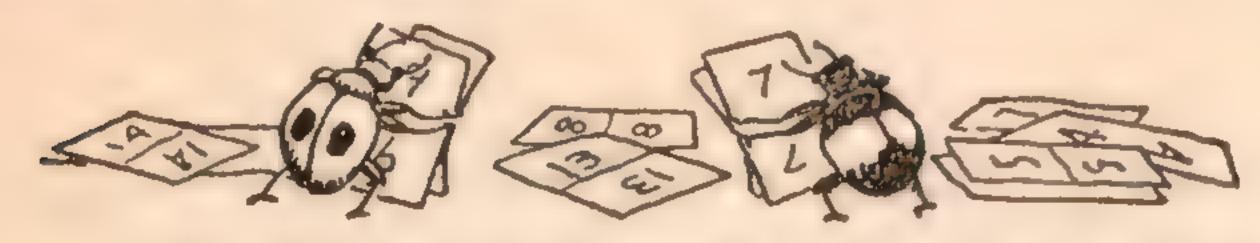
"What if some one says 'Snap' when the cards aren't of the same color?" asked Russell.

"Then that player's cards go into the center and when a card is turned up of a color that matches the top one, anyone may call, 'Snap Center.' The first one to call gets the cards."

The game went on, and it was very exciting to watch each card turned and wonder whose would be matched.

"What happens when I've turned up my whole pile?" asked Russell.

"You leave it that way until your next turn. Then you turn the whole pile, numbers downward, and begin over again. That is, if some one doesn't snap it away from you at the last moment," chuckled Daddy. "You know the one who loses his whole pile is out of the game. But the one who gets all the cards wins the game."



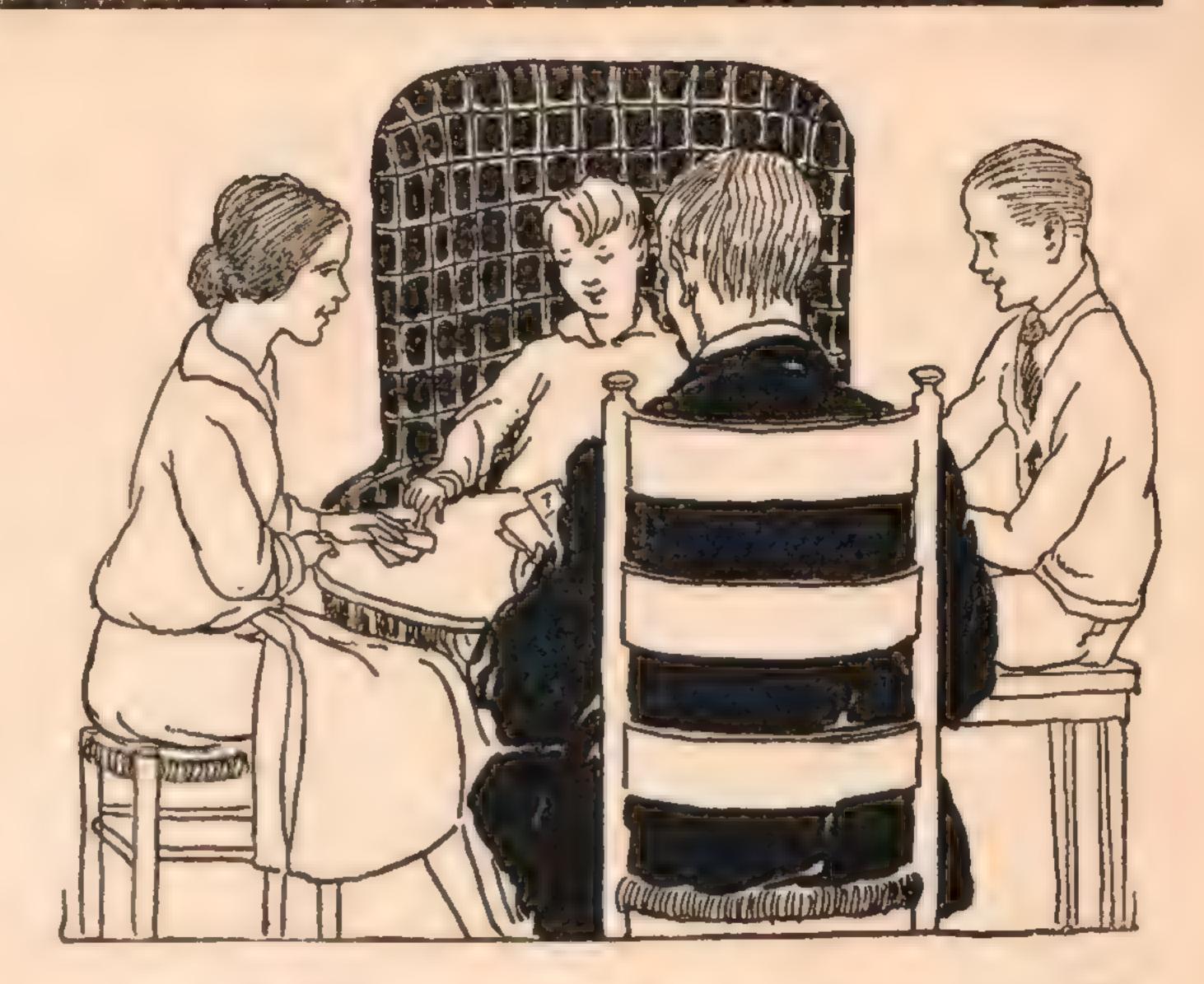
Mother came in and watched them. She laughed and said she thought they were a noisy crowd. Daddy said, "You come and play, too." But Mother answered she would wait until the next game. "Snap" was shouted many times, but at last Russell shouted an extra loud "Snap" and jumped from his chair. He had won the game by getting all of Daddy's pile.

"I have a quieter game to play now," said Mother.
"I have made one more card to put with the others.
It is just the same size. You can't tell it from the other cards if you don't see the funny little lady I've drawn on it."

Daddy chuckled and said, "I know the game all right."

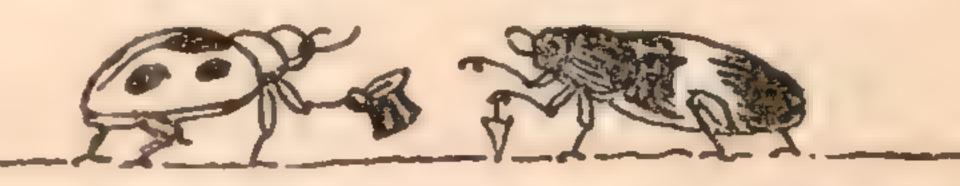
#### OLD MAID OR OLD BACHELOR

All the cards were divided among the four players. Then each player sorted his cards, and any two cards of the same number, such as two fives or two



eights, were taken out and put to one side. The card with the picture on it was called the Old Maid. After everyone had sorted his hand and taken out the pairs of numbers, Mother started the game. She held her cards very carefully in her hand so no one else could see the numbers and offered them to her left-hand neighbor, Henry. He drew one card from her hand. When he looked at it, he saw it was a number four. He had a card with number four on it in his hand, so that made a pair and he put it aside. Then he offered his cards to his left-hand neighbor, Russell, to draw one. Russell was not so lucky, as his draw did not match any of his cards. All tried to get rid of their cards and not to draw the Old Maid card. The only way to get rid of the Old Maid card was to have your neighbor draw it. When there were very few cards left to draw from, it was highly exciting. Russell was out of cards first. Then Mother was out, then Henry. So Daddy was left with the Old Maid card.

"We'll have to call it Old Bachelor when a boy or man gets it," said Mother. And the boys laughed at the idea of Daddy being an old bachelor.



Henry's mother and his friends thought of many happy things for him to do and many games of fun. Before he knew it, the days for staying in bed and indoors were over and he was hobbling around outside.

"Just the same," said Henry, "when anyone I know gets laid up, I'm going to remember some of my good games and pass them on to him."

# WHEN MOTHER WAS GONE ALL DAY

OMETIMES Mother did have to be gone for the whole long day. Grace and Margaret were very capable girls of eight and ten. They could take care of themselves very well. But when they knew Mother was gone, the day just seemed to have more hours in it.

"I have to be gone all day again today, girls," said Mother at the breakfast table.

"Oh, do you?" came rather quietly from both the girls as they looked up from their cereal. This was the second day this week that the day would seem to have extra hours. Both girls were good sports, though, and didn't say a word about not wanting Mother to be gone.

Mother smiled. She really was very proud to think of having two girls that were so responsible she could leave them alone. "But just the same, when I am gone, if you are willing, I am going to play a game with you all day," said Mother.

"How can you and be gone, too?" asked Grace. The girls' faces had brightened very much. Daddy chuckled because he knew what the game was to be.

"I laid the plot last night. That is all you are to know now. Before I leave I'll show you how to play it." Mother smiled in such a way that the girls knew it would be something new, and fun. The two girls and Mother hustled about, and before long everything was ready for Mother to leave.

The girls had been getting more curious every minute. What could a game be that Mother would play with them all day and yet be gone? They followed her about and watched her put on her hat.

"I really believe you want me to hurry off so you can satisfy your curiosity," said Mother. Then all

three of them laughed.

"Good-by," said Mother, kissing each girl. "Aren't you coming to the door to see me off?"

"Yes, but you haven't told us about the game." They were at the door by this time. "Look in the mail box!" was all Mother said, and hurried down the front steps. She looked back as she reached the



The girls looked into the mail box. There was an envelope and it had written on it, "For Margaret and Grace." Of course they opened it as fast as ever they could and inside was this note:

DEAR GIRLS: Will you play a game called "Orders" with me today? It will last until five o'clock, when I expect to get home. Aunt Julia says she will be umpire, and any time you are in trouble run over to her house.

You are not to open any order until the time it has written on the outside. Your first order will be found on the mantel under the clock. Love from MOTHER

As soon as that note had been read, the girls ran for the living room. Under the clock they found another note. It read:

Go to the garden and pick two bouquets. Grace is to pick the nasturtiums. Margaret is to pick the asters. Bring them into the house and put them into vases. At nine o'clock look for your next order in the drawer of the kitchen table.

The girls skipped out to the garden. It was such a lovely sunny day that picking flowers was a very happy thing to be doing.

"Do you think we shall get through by nine?" Grace asked Margaret. She was thinking about the next order.

After the flowers were prettily arranged in the vases, the girls put one vase on the living-room table and one on the hall table.

"Only ten minutes of nine," said Grace, "and we weren't to look at an order before time."

On the first stroke of nine, both girls ran for the kitchen. In the table drawer they found a note. On it was written, "Order No. 2."

This order read:

On the memorandum pad by the kitchen window you will find a grocery list. Take it to the grocer's and bring the things home with you. I think it would be nice of you to go over to Aunt Julia's on your way and ask her if you can get anything for her at the store.







Look for your next order on my desk at 9:20.

"We'll have to hurry to get back by then," said Margaret, taking the list from the pad by the window. "Come on!"

They hurried across the street and were hardly in the door of the house before they began calling, "Aunt Julia!"

"Good morning," came

from over the banisters.

"O Aunt Julia!" both girls said at once. Then Margaret went on, "We are going to the grocer's. Can we get anything for you?"

"Why, yes, thank you. I'd like a loaf of bread. Won't you come up and see me a while?" asked Aunt Julia.

"Thank you, Aunt Julia, but you see we are playing 'Orders' today and we have to hurry home or we might not be back on time for the next order."

"Oh, I see. Well, go right along. You were very nice to stop," said Aunt Julia, and she smiled knowingly.

At the store they saw there were only two people ahead of them. That was lucky, for sometimes the store was crowded and that meant waiting. On the way home Grace ran across the street, looking carefully before she crossed, to leave Aunt Julia's bread. When they reached home both girls went straight to the clock. Just on time!

"On Mother's desk, wasn't it?" said Margaret, running to the kitchen to drop her packages on the table.

"Order No. 3" was written on the note they found on Mother's desk. They opened it and read:

Wouldn't you like to invite Jane to have lunch with you at 12:30? Be sure and speak to her mother about it, too. In ten minutes look for the next order on the second shelf in the pantry.

Grace and Margaret were both very fond of Jane and thought it would be great fun to have her to luncheon. They found Jane in front of her house. Of course she wanted to lunch with the girls. "Let's hurry and ask your mother," said Grace, "for we have to get home in ten minutes. We are playing 'Orders.'"

"What's that?" asked Jane. Margaret started to tell her about their game, but Jane was so interested she forgot to hurry. "Wait until she comes to luncheon," Grace said. "We have to keep going."

Jane's mother was in the kitchen. "O Mother!" shouted Jane. "Margaret and Grace are playing 'Orders' all day and want



me to have luncheon with them at twelve-thirty."
Mother smiled and said, "That will be very nice."

The girls were in such a hurry and left so quickly that they never once wondered why Jane's mother didn't ask any questions the way she usually did.

Margaret and Grace skipped back home and on the second shelf in the pantry found "Order No. 4." They opened it and read:

Now that you have a guest coming, you must get part of your luncheon ready. Grace is to get three good potatoes ready to bake. Margaret is to scrape the carrots and cut them ready for boiling. Perhaps Grace can help Margaret finish the carrots. Your next order is under the porch-table cover.

Two girls who were getting ready for a guest whom they liked very much, and who were also anxious to read their next order, did not tarry very long over fixing the vegetables. Grace did get the potatoes ready before the carrots were all scraped, so she helped Margaret finish them.

"What do you suppose will be in the next order?" asked Grace as she was wiping her hands.

"Come on, we'll see," said Margaret, starting toward the porch. Order No. 5 read:

Go outdoors and play until eleven o'clock. When you come in, write the answers after these questions:

Where did you play?
What did you play?
Who played together?
Did you have fun doing it?

Remember to come in at eleven to get your luncheon ready in time. Your next order is on top of the ice box under the ice pick.

"Well, what are we going to play?" asked Grace. "Let's go outdoors. Maybe some of the Bunch are out," suggested Margaret. So out they went and were hardly off the porch when they heard a call from across the street—"Come over."

"That's Mary with the new ball she got for her birthday. Let's go over," said Margaret.

Jane, Helen, and Anne were there, too.

"We were just wishing for some more girls to play," said Mary, "so we could play something different. Isn't my new ball nice?" She held it out for Margaret and Grace to look at—a small-size basketball.

## BALL TAG

Mary had the ball and was It. She tried to hit one of the other girls with the ball. She hit Grace, so Grace had to get the ball and try to hit some one with it. When she threw it hard and missed a girl, the ball went rolling far away. There was much laughing and running.



The girls hadn't been playing very long when Dick, John, and Bob came up and wanted to know if they couldn't play, too. The new ball looked so inviting that the boys just had to ask to join the game.

"Sure, come on," said Mary, feeling very proud of her ball.

#### TOUCH BALL

A large circle was made with spaces between players. Mary was It and stood inside the circle. The ball was thrown across the circle or to a neighbor player to keep Mary from touching the ball. As



Mary tried to touch the ball she ran from one side of the circle to the other and jumped up into the air. When she did touch the ball, she became one of the throwers in the circle. The person who last threw the ball before Mary touched it went into the center and was It.



Margaret and Grace had both been playing so hard that Margaret was afraid they had stayed too long. She ran to the window to look in and see the clock, but luckily they had ten more minutes to play before Grace and she had to go in and begin preparing the luncheon.

"Let's play something slower—I'm all out of breath," said Jane, who had been It for quite a long time.

#### HOT BALL

The players made a circle sitting cross-legged on the grass. They left the distance of their stretched-out arms between the players. John was It and had the ball in the center of the circle. He pretended to heat the ball over a fire, then tried to roll it out of the circle. Those in the circle tried to keep the ball from going out by slapping it back to the center with their hands whenever the ball came in their direction. John ran around and tried to roll the ball out. When he suddenly succeeded in rolling the ball out of the circle, John became one of the circle and chose Bob to be It.



After Bob was It, Margaret and Grace had to go home. "We're playing 'Orders' today," they said, and went scooting.

"What are 'Orders'?" the others asked. Jane told them what she knew about it in such glowing colors that the ball was quiet for some time. Several pairs of eyes looked rather enviously after Grace and Margaret, who were playing a game that lasted all day.

First thing on getting home, the girls had to write the answers after Mother's questions.

"That is easily done, and we did have fun, didn't we?" asked Margaret.

"Yes," said Grace, "but let's hurry to see our next order."

Order No. 6 on top of the ice box was rather long:

For your lunch you will have cold sliced chicken, baked potatoes, carrots, apple sauce, and gingerbread. The chicken is ready for you in the ice box. Put your potatoes in to bake now. Get your own new cookbook out. Margaret is to make the same kind of gingerbread she made so well last week. Grace is to make the apple sauce. After Grace has her apple sauce on cooking, she can start the carrots cooking. Then both of you can set the table. If you have any time left before your guest comes, you can wash up your cooking dishes. I know your luncheon will be delicious and I wish I might enjoy it with you.

The new cookbook was taken out and Margaret set to work. Grace got a pan and a knife for her apples. Both girls were very busy for the next hour. Mother would have been proud of them

if she could have peeked into the kitchen. They were just washing some of the dishes and pans they had used in cooking when Jane called from the front hall. "My, I smell something good! Is it something we are going to have for our luncheon?"

"Yes, it is, Jane," said Margaret, proud that she had made the gingerbread that smelled so good.

The clock struck half-past twelve as the three girls sat down to the table. Such merry chattering and laughing as there was! Jane said she had never tasted a better luncheon, and Margaret and Grace thought it was good, too.

"How did you know what to have?" asked Jane.

"Our orders told us," said the girls.
"How did you know how to do it?"

"I have a new cookbook that Mother lets us use," answered Margaret.

"O Margaret," suddenly exploded Grace, "we don't know where our next order is, and Mother never told us in the last one!"

"That's right," said Margaret thoughtfully. "Maybe the game is over."

"No, because Mother said it would last until five o'clock when she came home. I'm going to get the last one and see if we missed any part of it." Grace ran out into the kitchen to get the last order.

"Nothing on it about finding another order," she said, coming back into the dining room.

"Well, we'll wash our dishes anyway," said Margaret.

They were carrying the dishes to the kitchen when the telephone rang.

"Hello," said Margaret. "Oh, hello, Mother.
Yes, we are just through luncheon, and,
Mother, you forgot to say where our next orders are.
You didn't forget? Well, where are they?
Oh, I'll listen very carefully then.
In the bottom of the sideboard on the left-hand side.
Yes, we are having a fine time. All right, at five o'clock."

"In the bottom of the sideboard, girls, left-hand side, and three of them this time," called Margaret. All three dashed for the sideboard. There they found three teeny baskets, and on the handle of each basket was a name.



"What cunning little candies!" cried Jane, peeping into her basket.

"Here's a note, too," said Grace.

"I have a note, too," called out Jane. "Mine says: 'Dear Jane: I hope you have had a good time with my girls today. Will you come over to our house again soon when I am home? Margaret and Grace's mother.'"

"What does your note say, Grace?"

Grace read: "Order No. 7. Your luncheon dishes are to be washed. The next order will be found on my dresser upstairs."

"Mine is short," said Margaret. "It says: 'Can you get the dishes done in twenty minutes?'"

"Sure," said Jane. "I'll help you before I go home." And they all flew to the kitchen. They went so much faster than the clock that dishes were all neatly put away and the kitchen swept almost before the clock hand said fifteen minutes.

"I've had a lovely time, girls," said Jane as she started home. "You are good cooks, too. I'll come whenever you ask me, if it is always like today."

Margaret and Grace ran up the stairs to Mother's room to find the next order. There it was, standing against the mirror. It read:

Two such busy girls need a rest. Margaret has her new library book, and Grace can look at her new magazine. They are on the table in your room. Be up and dressed by three. Look for your next order under a vase on the piano.

That wasn't a very exciting order, but the girls were rather glad to get a rest and read for a while. Each of them stretched out on her bed with her book and it was very quiet for some time. Grace had finished a story and was turning and twisting her magazine trying to find the prince in a puzzle picture when Margaret called over to her in a rather excited voice, "Grace! I have an idea: You know Mother will be tired when she gets home."

"Yes," said Grace not yet very much interested.

"Well, why don't we play a game of 'Orders' on her?" asked Margaret.

"How could we?" said Grace, sitting up.

"We'll tell her she has to do what our orders say, and we'll make her have a rest, and while she is doing that we'll get the supper for her."

"That'll be lovely, Margaret. How did you think of it?"

"It just popped into my head. Let's get up and dress now. We'll have to do some planning."

They looked very neat and fresh as they went down to get the order off the piano. Order No. 9:

Take the asters you picked this morning over to Grandma Price. If she asks you to come in, you may stay for a little while. Then Aunt Julia has asked for you to come to her house. At five o'clock be watching for me.

"I hope Grandma Price will ask us in," said Grace.
"I like to see her stuffed birds and funny pictures."

"When we get to Aunt Julia's, we'll ask her if we can't fix our orders for Mother. Let's look into the ice box first and see what there is for supper. I know there is apple sauce and gingerbread from this noon," said thoughtful Margaret.

While Margaret was looking into the ice box, Grace took the asters out of water and wrapped the stems in a paper.

Grandma Price thought the asters were lovely and gay, and she did ask the girls to come in. They made only a short visit because they were so anxious to get Aunt Julia to help them plan orders for Mother.

Aunt Julia thought it was a dandy idea and she helped the girls plan the supper and write the orders. Before five the girls were ready and were out watching for Mother.

"Do you suppose she'll play it?" asked Grace.
"I think so, don't you? And there she comes!"

They went racing down the street to meet her. Almost before Mother had had a chance to look at them Margaret was saying, "Now, Mother, we are going to play a game with you all evening. This is a game called 'Orders.' That is all you are to know now." Mother laughed and laughed even if she was tired.

"All right," she said.

Margaret and Grace were very glad they had a mother who was so much fun and always ready to play a game.





smaller and come faster and faster.

"Do you mind going out in the snow?" asked Miss Johnson. "No, no!" came the quick answers.

"Anyway, fasten your coats up close, because a snow like this will just creep in the cracks. Then it will melt and make little rivers down your necks," laughed Miss Johnson.

There were several inches of snow by the time the children were out of school. Such merry shouts and laughter went up as the groups came out of the building! Of course the boys picked up handfuls right away and began making them into snowballs. "Look! What pretty little stars!" called Grace, pointing to the snow on her dark coat sleeve-

It wasn't long after John was home that he appeared out on the front walk with a shovel. He started to clear the snow off the walk, but so much was falling that his work hardly showed.

"You'd better wait until morning," called Mr. Gilbert as he came along, looking like a white giant.

"Seems that way," said John. But he kept at it for a while longer, for it was fun to be out in the snow with something to do. People came along so quietly, except for their voices or laughter.

"Come on and slide, John."

"All right," said John, glad to go with the boys. John ran round the house with his shovel and soon appeared with his sled.

"It isn't very good sliding yet, but won't it be great tomorrow? And it's Saturday, too."

"Lucky for once," said Paul.

Saturday morning the snow was deep on everything and it had begun to thaw. What a day to play! All the Bunch thought so, too, because they soon began to appear. Some brought out their sleds. Some had shovels and went to work clearing off steps and walks.

Billy began to roll a big snowball in his yard. After he had it about as large as he could push, he started another one. When it became large, too, he pushed it up against the first one.

"A fort, a fort!" shouted Ted, coming up.

"Yes, come on, help build," invited Bill. The two boys kept adding big balls of snow until they had a fair-size half-circle of big balls pushed up close together. After that, they made more balls, but not quite as large as the first ones, and put them on top

of the big balls. This was rather hard work because large balls of snow are heavy and sometimes they would break. Paul and Ralph had come and were helping build, too, so that made the fort grow faster.

The boys had been so busy working on their fort they hadn't noticed another fort going up in the next yard. But there it was, almost as nearly done as theirs. John, Bob, Jim, and Dick were working away on the other one. When they saw their fort building was discovered by the other boys, John shouted, "We'll be ready soon and stand you to a game of 'Bombardment'!"

"Sure thing!" shouted Billy. Everyone went on working, and before long both forts were ready.

## BOMBARDMENT

Before the game started, both sides agreed to take time to collect ammunition. Behind each fort the boys hurriedly made small balls and piled them up for throwing later. When the agreed time for ball making was up, the boys hid behind their forts. Each side threw and tried to hit a boy of the other fort. When a boy was hit he was out of the game. The side having the most players at the end won. ran out and the boys had to dash out of the fort into the open to get more snow.

After playing for a long time, there was only Billy left in his fort. John and Dick were left on the other side, so that fort won. Each fort decided to put up a flag of some kind. The boys had to hunt for quite a while before any sticks could be found, as the snow had covered everything. One fort at last hoisted a newspaper flag on a good stout stick. The other side hoisted a stick with an old blue handkerchief that Ralph had found in the woodshed.

#### SNATCH THE COLORS

Again time was allowed to collect ammunition. Then the game was on. Each fort tried to get the colors of the other side. Anyone brave enough could rush out and snatch the other flag if he wished. But he was showered with snowballs from behind the invaded fort. There was only one rule: a player must not be hit above the shoulders. The side hitting a player of the other team in the head lost a player from its team.



Some of the girls standing by thought it was almost as exciting to watch the game as to be in it.

Margaret and Grace had been out feeding the birds in the park that morning. They knew how hard it was for their little feathered friends to find enough to eat after a big snow. On the way back from the park, they had stopped in to play for a while with Anne and Mary in Anne's big yard.



#### SNOW PRINTS

Margaret was It and made foot tracks in the snow. The other girls had to step exactly in each footprint. Margaret tried to jump so far or in such an odd way the girls would step wrong. The girl making a new track in the snow would be told by the one behind her and had to go to the end of the line. After Margaret had been leader for a while she chose a new leader.



Then the girls made a Snow family. It was great fun and they laughed and laughed when the Snow family was all made. Mr. Snow was the largest, with coal-black eyes, a stick broken up at the end for his pipe, and a shovel in his hand. Mrs. Snow had gray stone eyes, oak-twig teeth, a very long full



skirt, and a broom in her hand. The Snow child was smaller than Mrs. Snow. This child was very fat and round, with oak-leaf hair and a cinder nose.

"Would you claim them as relatives?" giggled Grace as she straightened one of Mrs. Snow's teeth. The girls giggled and laughed when the family was done. They then went off down the street to watch the boys and their fort games.

Snowballs were flying fast when the twelve o'clock whistle blew and there was a shout —"Dinner!"

"What do you say to a game in the play lot this afternoon?" called Bob. "It isn't tracked up yet." "All right," came back from several directions.

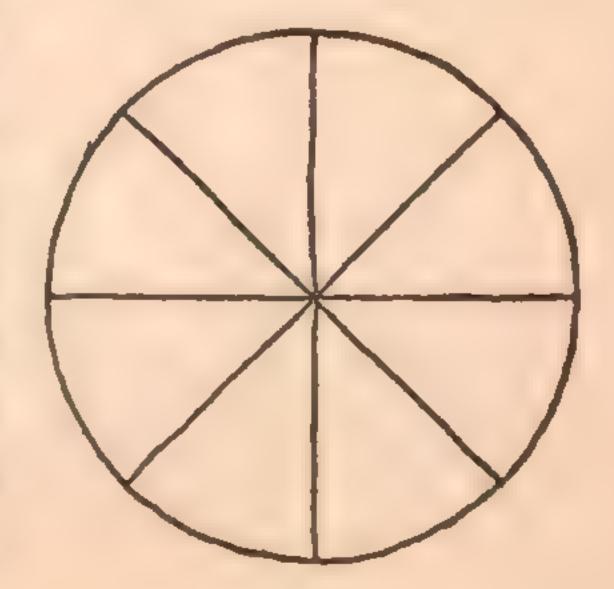
The snow in the play lot lay smooth and white. It just invited tracks to be made in it. Early in the afternoon John and Billy went through the gate. Paul was seen coming down one side of the street, and Mary and Anne were on the other side.

John and Billy began very carefully to track out a large circle. "Hooray, I know what that means!" shouted Anne as she came up.

## FOX AND GEESE

The boys tramped out a very large circle in the

snow. Then they tramped some straight lines from one side of the circle through the center to the other side of the circle. They made several of these lines across the circle until it looked as if some one had made a large wheel in the snow.



John was It first, and was called the fox. He stood in the center of the lines. All the other players were geese and stood round the rim of the wheel. The geese tried to run across on one of the snow paths or lines without being caught by the fox. The geese had to stay on the paths and had to run all the way across on the same path. They could not change at the center of the circle to take another path. The first goose caught by the fox became the fox for the next game.



Shouts of joy and laughter rang out over the snow all that short winter afternoon.

"It hasn't melted much, has it?" said John as he and Billy were trudging home, after happy hours in the play lot.

"No, and I hope it won't," answered Billy. "Snow games are fun, don't you say so?"



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